

#### "High Strangeness" 1042-246 Final Board



Date 02/25/16

Board Team Final

Network Approval Board

X Record Board

N

2 4 6

Animatic Scan Board

Conformed Board

Design Board 02/25/16

Final Board

Adventure Time Created by Pendleton Ward

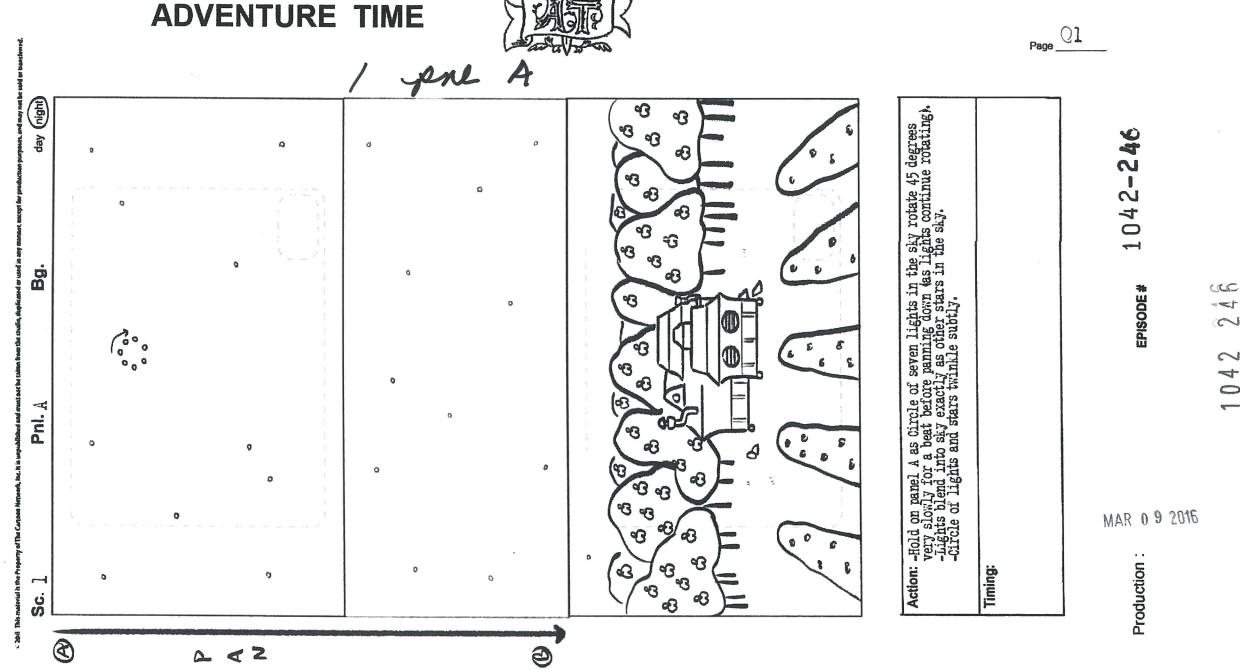
Supervising Director Elizabeth Ito

> Storyboard by Pendleton Ward & Sam Alden

Animation Studio RDK

MAR 09 2016

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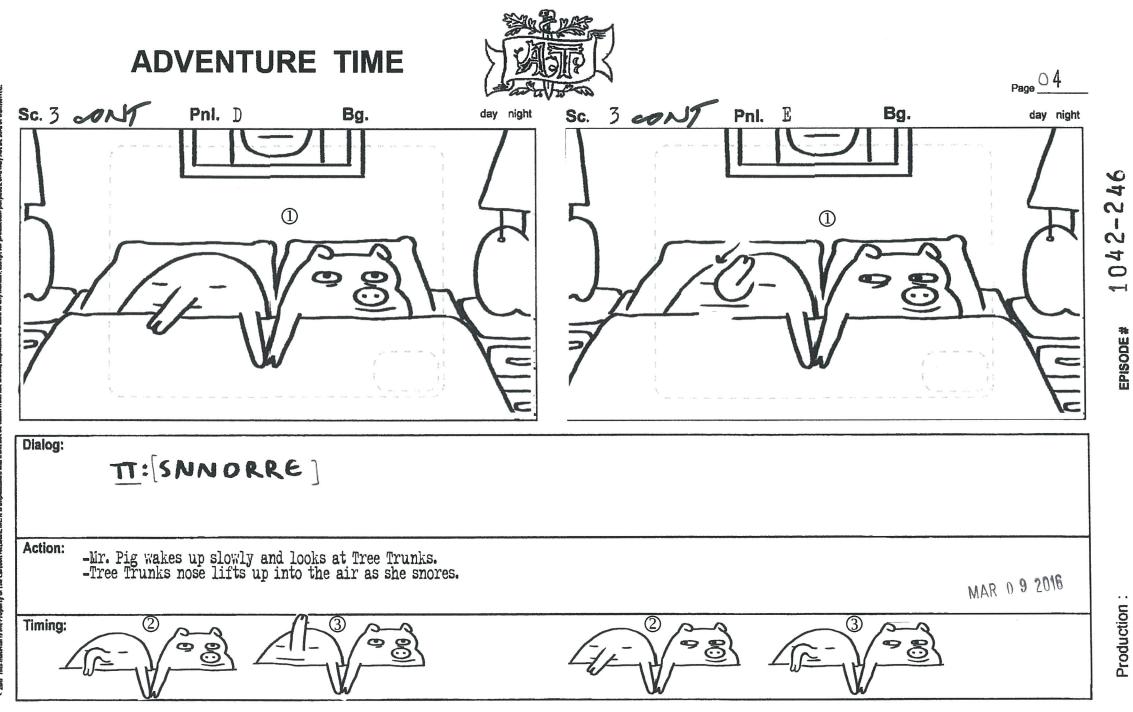
Production:

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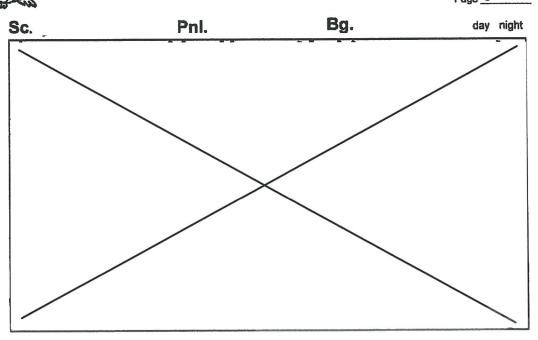
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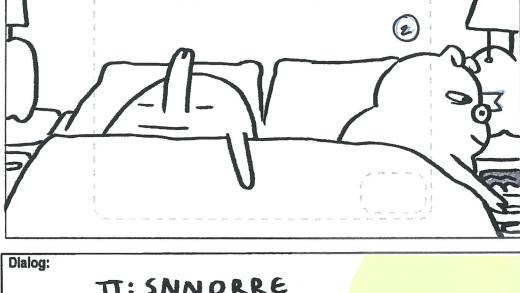
#### **ADVENTURE TIME** 03 Sc. 3 CONT Sc. 3 CONT Pnl. C Pnl. B Bg. Bg. 246 2 04 Dialog: TREE TRUNKS : [ SNORE ] 2 x Action: -Tree Trunks nose lifts up into the air as she snores. MAR 0 9 2016 Production: Timing:



# ADVENTURE TIME Sc. 3 OO N Pnl. F Bg.







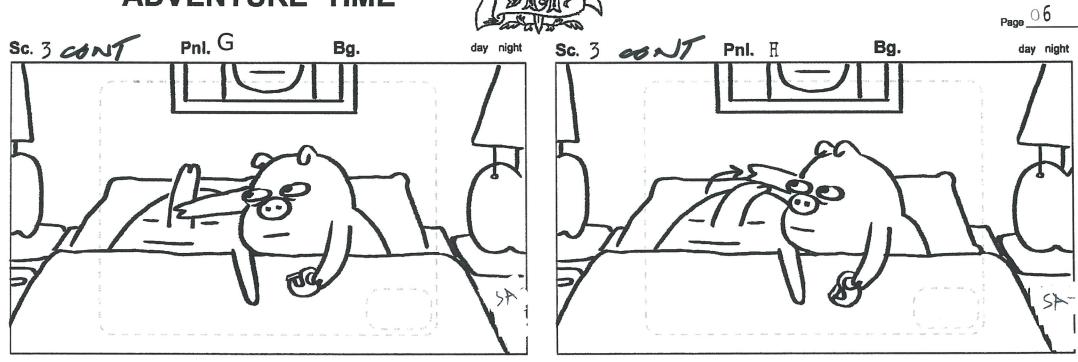




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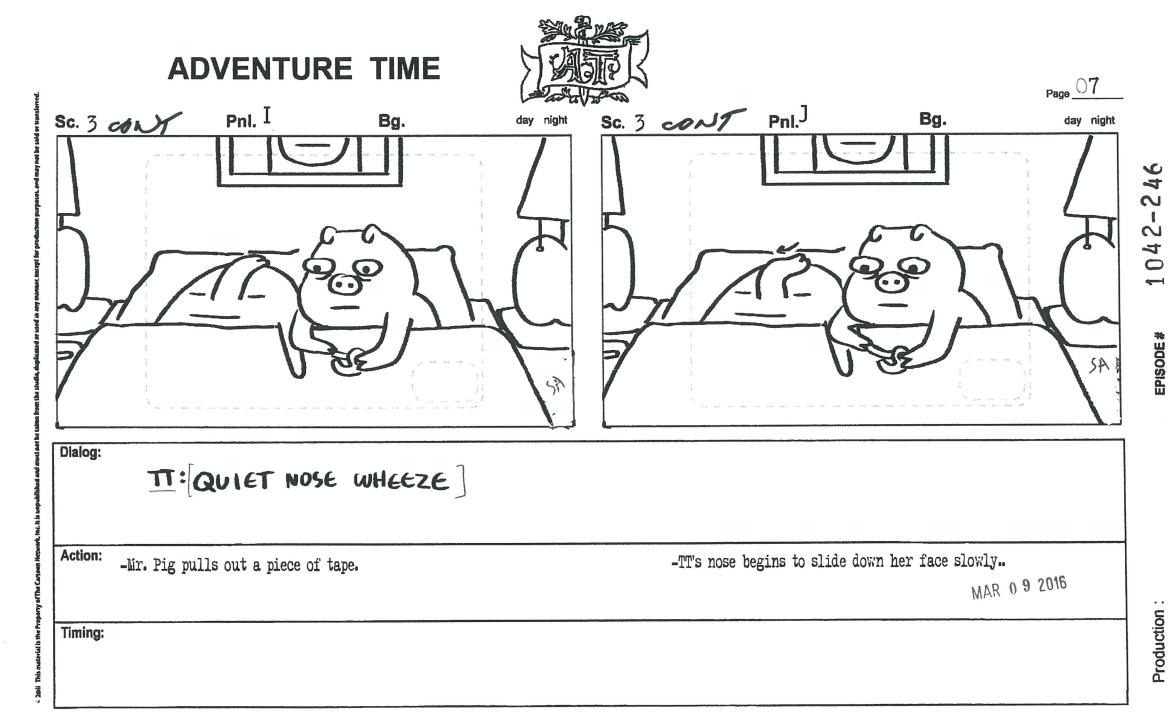


Dialog:	TT: SNNORRE	Hecerce-
Action:	-Mr. Pig removes tape from drawerMr. Pig gently pushes, slides TT's nose flush with her FOREHEAD.	- TT'S SNORE GETS WHEEZY.  MAR 0 9 2016

Timing:

Production:

042-246



EPISODE#

Production:

#### **ADVENTURE TIME** Sc. 3 20N1 Pnl.K Sc. 3 cont Pnl. Bg. Bg. day night day night 46 2 2 04 SA Dialog: TI: SNORRE-] Action: -Nr. Pig quickly catches TT's nose from falling. -Mr. Pig snaps off a piece of tape WHILE NOSE SLIDES. -Mr. Pig notices TT's nose sliding down her face. MAR 0 9 2016 Timing:

1042-246

EPISODE#

Production:

#### **ADVENTURE TIME** Pnl. N Sc. 3 CONT Pnl. M Sc. 3 cons Bg. day night Bg. day night Dialog: IT: QUIET NOSE WHEEZE] Action: -Mr. Pig slides TT's nose back on top of her forhead. -Mr. Pig puts tape on nose. MAR 0 9 2016 Timing:

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EPISODE#

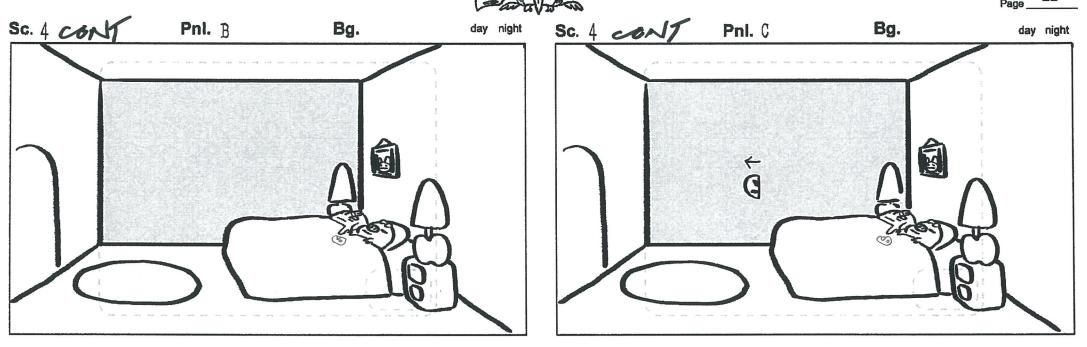
Production:

#### **ADVENTURE TIME** Page \_\_10 Pnl. P Pnl.O Sc. 3 CONT Sc. 3 conf Bg. Bg. day night Dialog: MP. [KISS] Action: -Nr. Pig slides back under the covers and falls asleep. -Mr. Pig kisses Tree Trunks and pulls the blanket up onto her. MAR 0 9 2016 Timing:

Production:

ADVENTURE TIME	TABIF K			Page 11	
Sc. 3 conf. Pnl. Q Bg.	day night Sc. 4	Pnl. A	Bg.	day night	EPISODE# IO4CIC40
Dialog:  Action:  Timing:			MAR 09	2016	: uo:





Dialog:		
Action:	-Far wall glows blueNo music through this scene.	-Beat of alien poking head through wall.
Timing:		MAR 0 9 2016

Production:

1042-246

1042-246

EPISODE#

Production:

#### **ADVENTURE TIME**

Bg.

Pnl. D

Sc. 4 CONT



Page \_\_13 Sc. 4 CONT Pnl. E Bg. day night

Dialog:			
Action:	-Alien comes through WALL.	-Alien stands for a beat.	
			MAR 0 9 2016
Timing:			

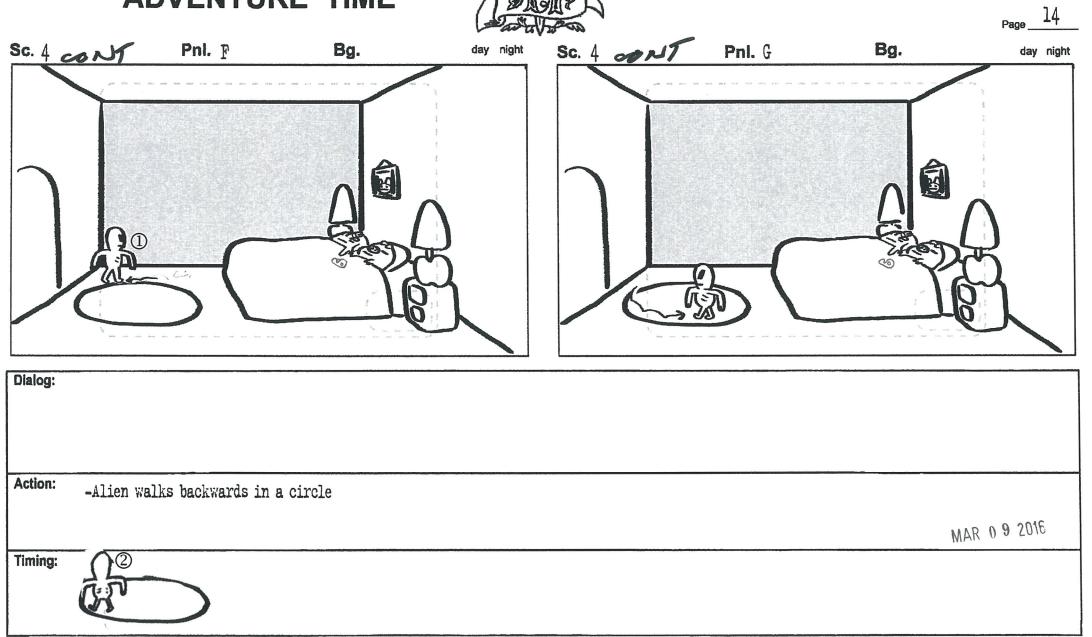
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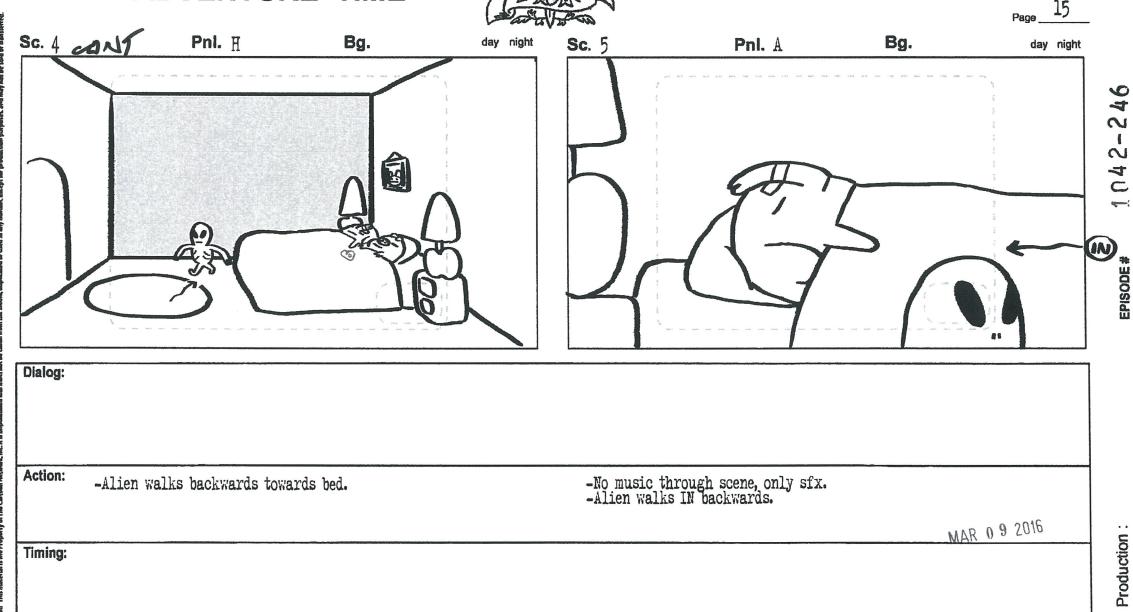
Production:





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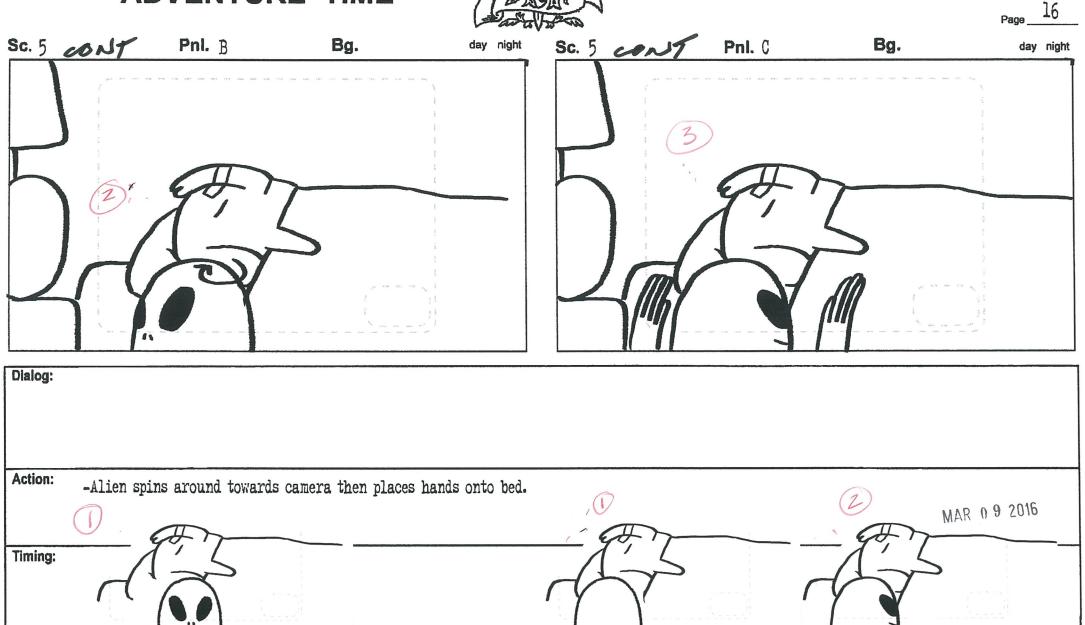


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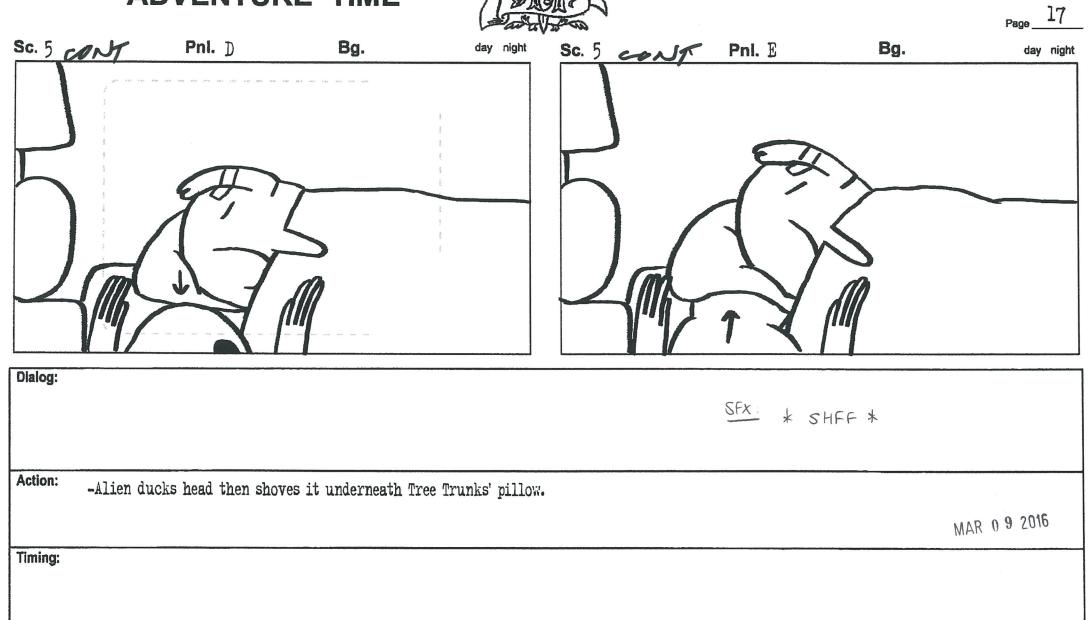
EPISODE#

Production:









Production:

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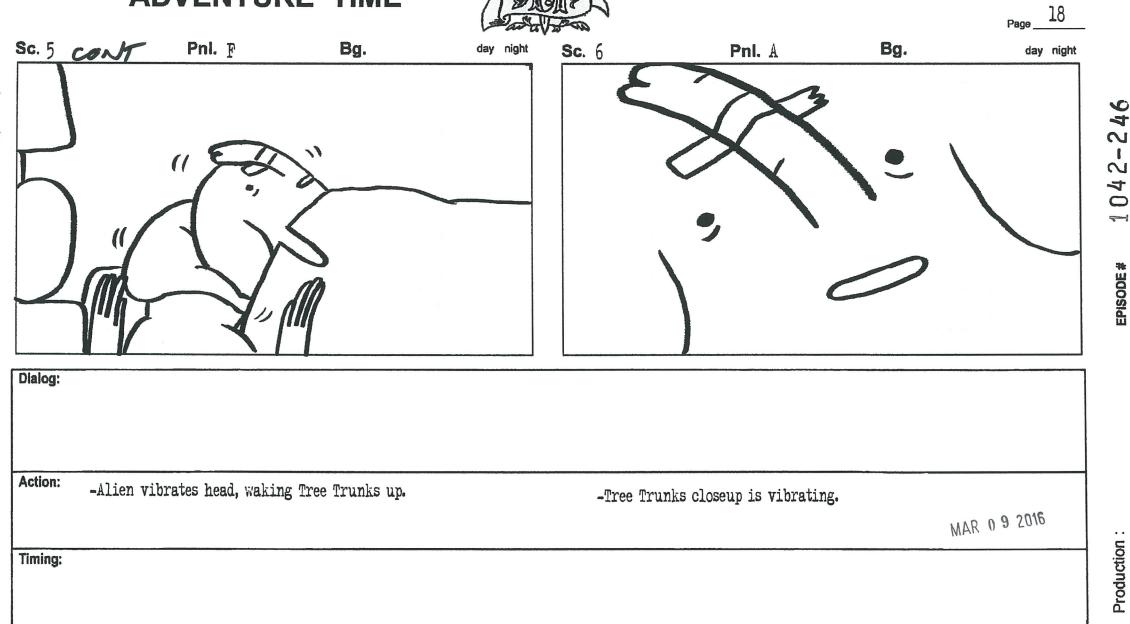
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EPISODE#

EPISODE #

Production:







Sc. 6 cont Bg. Pnl. B Bg. Pnl. A day night Sc. 7 1042-246 1 EPISODE# Dialog: TT: Ohh .. iiit'ss .. youu ... Action: -Alien shaking head under pillow.
-Wall still glowing blue. MAR 0 9 2016 Production: Timing:

1042 246



20 Sc. 7 CONT Pnl. B Bg. Bg. Sc. 7 CONT Pnl. C day night Dialog: ALIEN: MEHH. Action: -Alien pulls out head from under pillow. MAR 0 9 2016 Timing:

Production:

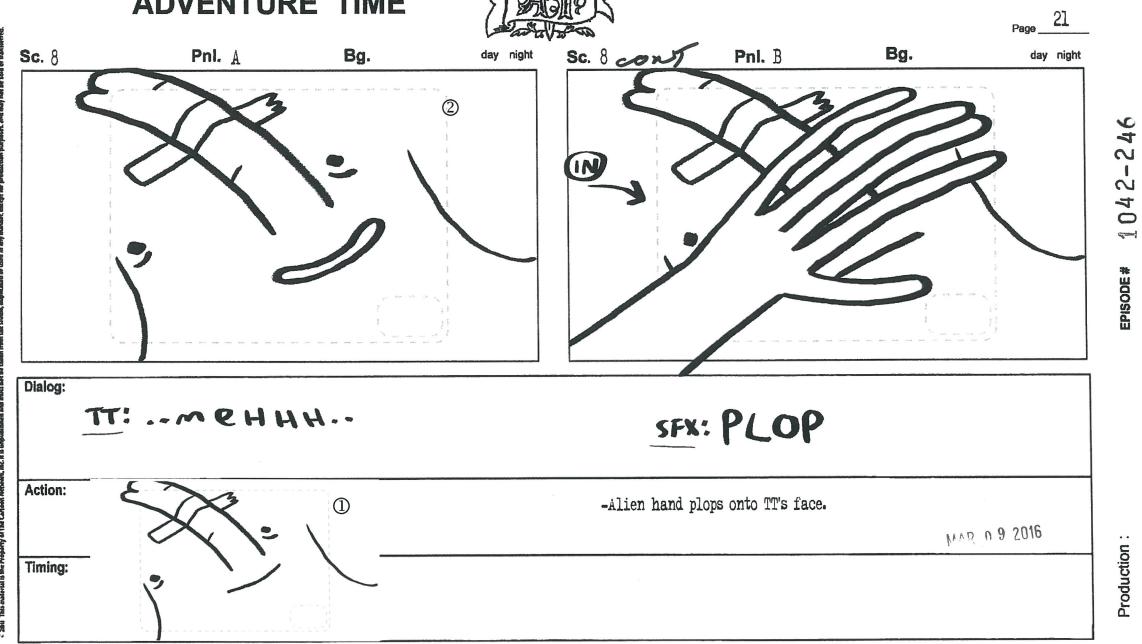
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Production:

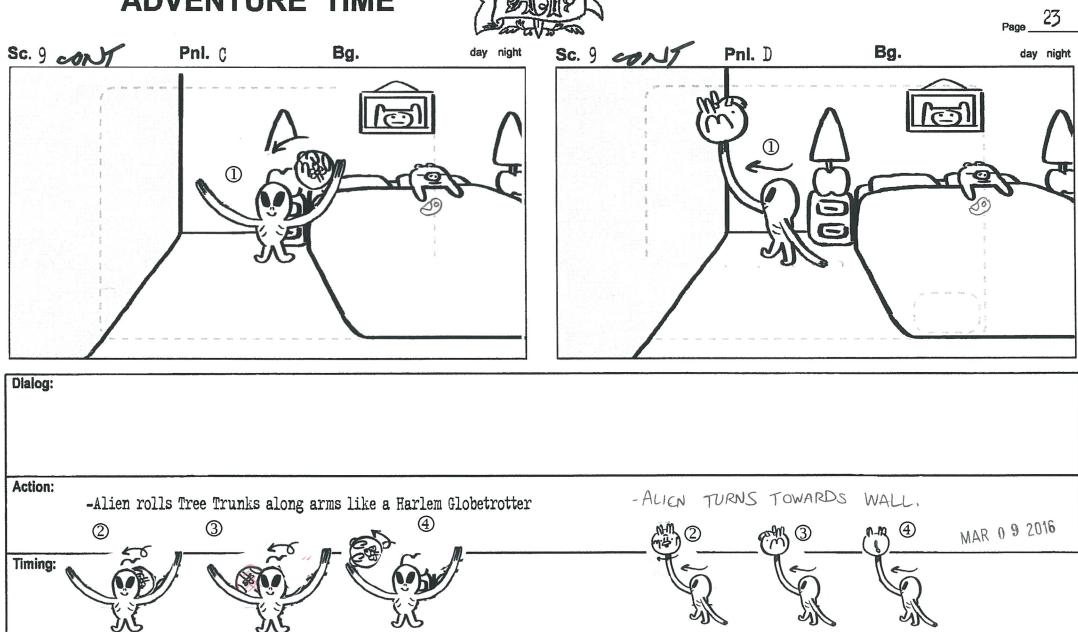






Pnl. A Pnl. B **Sc.** 9 Bg. day night Sc. 9 and Bg. day night 1042-246 EPISODE# Dialog: Action: -ALIEN PICKS UP TT. MAR 0 9 2016 Production: Timing:

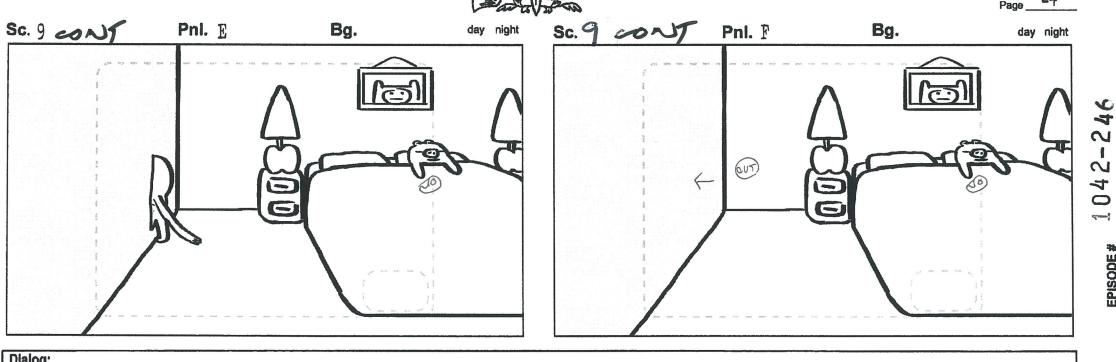




Production:

042-246





Di-	
LHZ	loa:

Action: -Alien walks through blue wall carrying Tree Trunks.

Timing:

Production:

MAR 0 9 2016



Sc. 10 Pnl. A Bg. day night Sc. 10 Pnl. B Bg. day night

Dialog:

Action:

-Aliens can be squishy as they animate from pose to pose.



MAR 0 9 2016

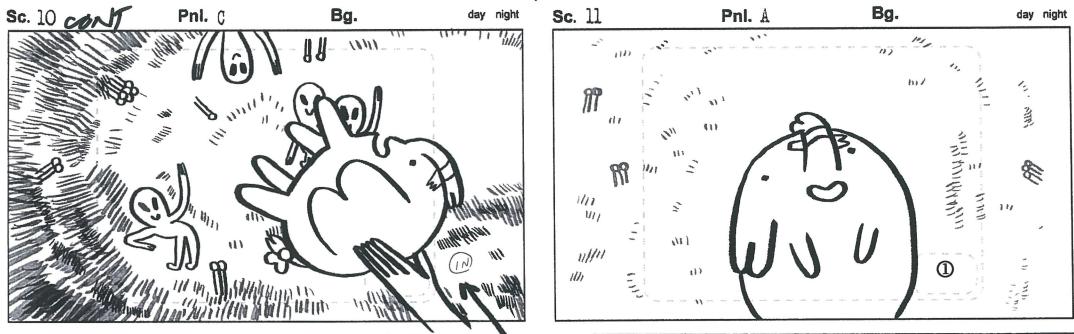
Timing:

Production:

2-2

104





Dialog:

TT: HHHiiiii—

Tiiii evvv --

Action:

-TT talks in slow motion.

- ALIEN LIFTS TT ONS.

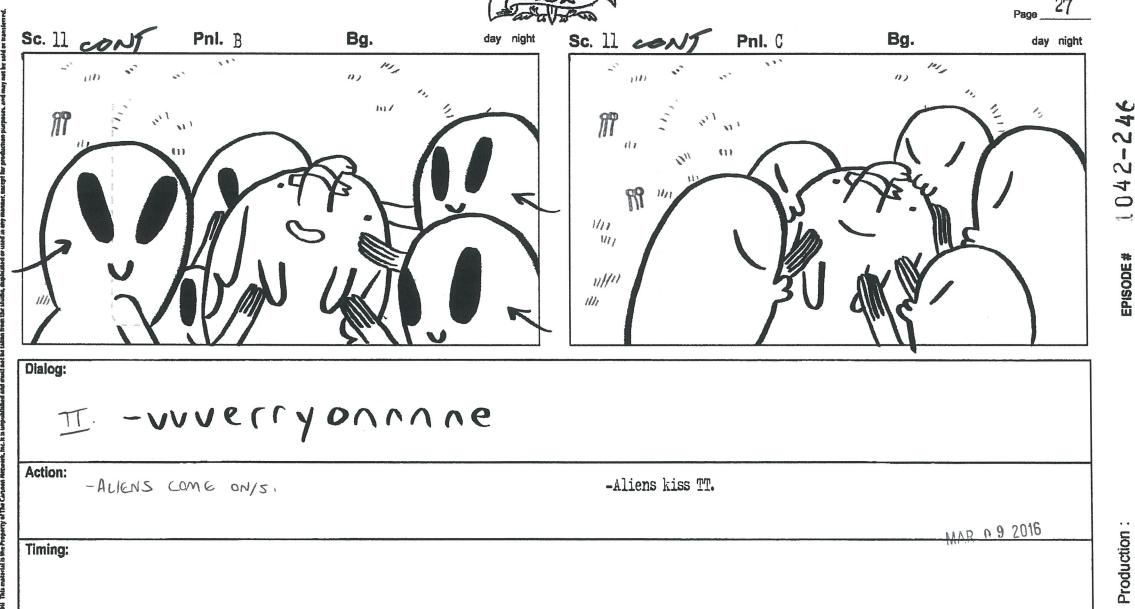
Timing:

MAR 0 9 2016

Production:

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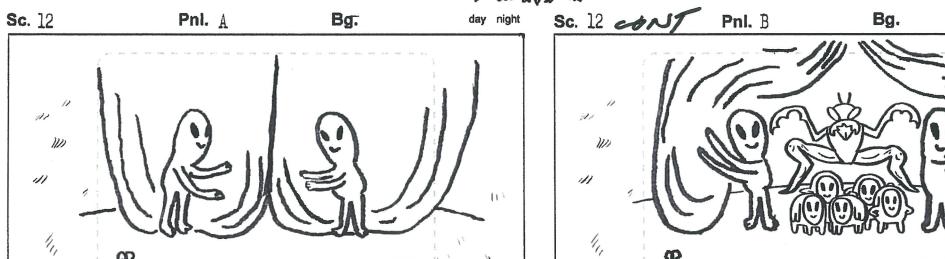




1042 246

Production:





|--|--|

Dialog:	(0/5)
	II: WWYYYY -

Action: -Aliens pull curtains revealing babies and muscular mantis-man in purple leotard. (only the legs are muscular.)

MAR 0 9 2016

Timing:

Production:

day night

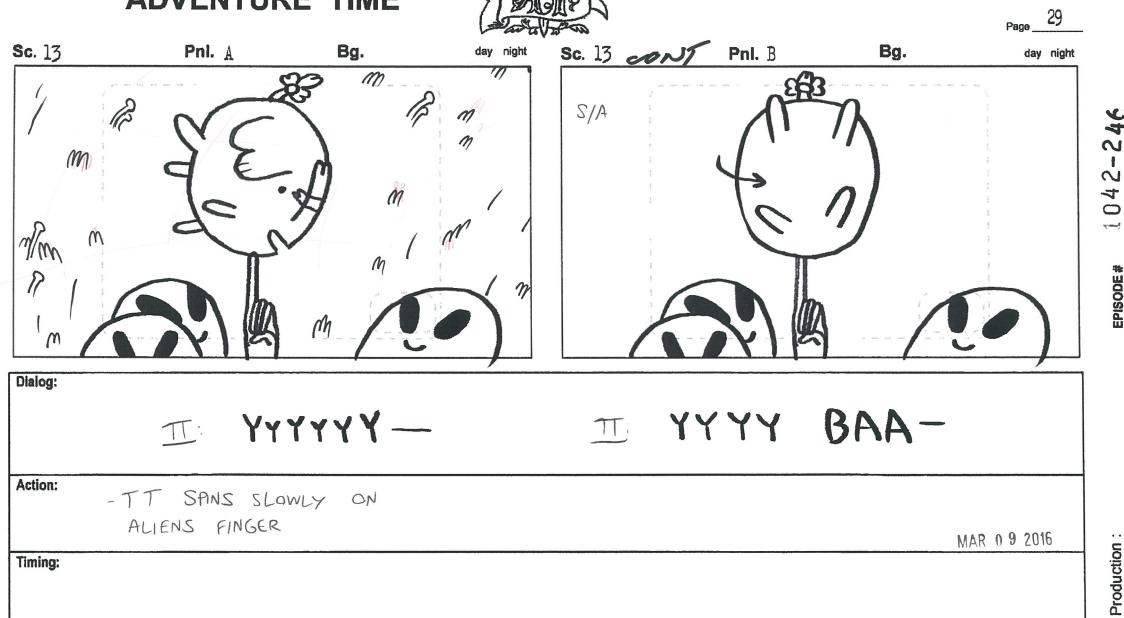
46 2

S 7 0

EPISODE#

#### **ADVENTURE TIME**







Page \_\_30 Sc. 13 CONT Sc. 13 cont Pnl. C Bg. Pnl. D Bg. day night Dialog: TAAAAAAAA BBIIIIE Action: -Tape unsticks from Tree Trunks nose MAR 0 9 2016 Timing:

0.4

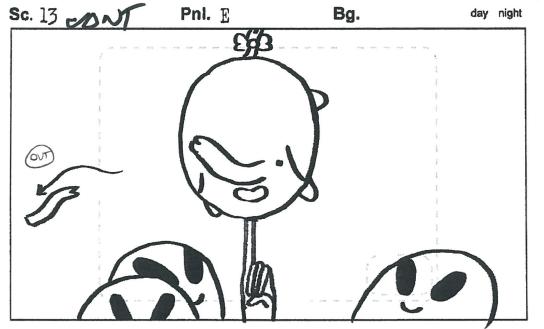
Production:

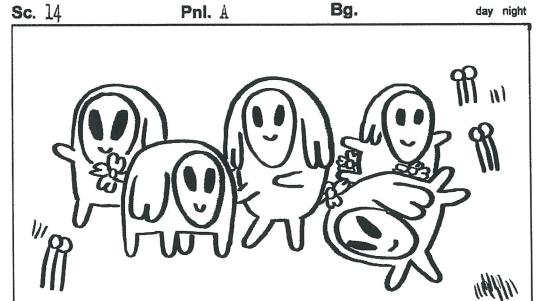
246

1042-



Page 31





Dialog:

TT: EEEEESSSS

-Cycle panels A and B as babies dance

MAR 0 9 2016

Timing:

Production:

042-246



Dialog:	SFX: BUZZZZ-*
Action:	
	MAR 0 9 2016
Timing:	

Production:

1042-246



**ADVENTURE TIME** Page 33 Sc. 15 CONT Pnl. B Bg. Sc. 15 000 Bg. Pnl. 0 day night

Dialog:

### 

Action:

-Mantis tears into carrot shaking head super fast.
-Bits of carrot fly out as Mantis chews it up.
-SFX: mantis eating, crunching and white-noise grows louder and louder then cuts out hard on end of scene.

Timing:



0 9 2016



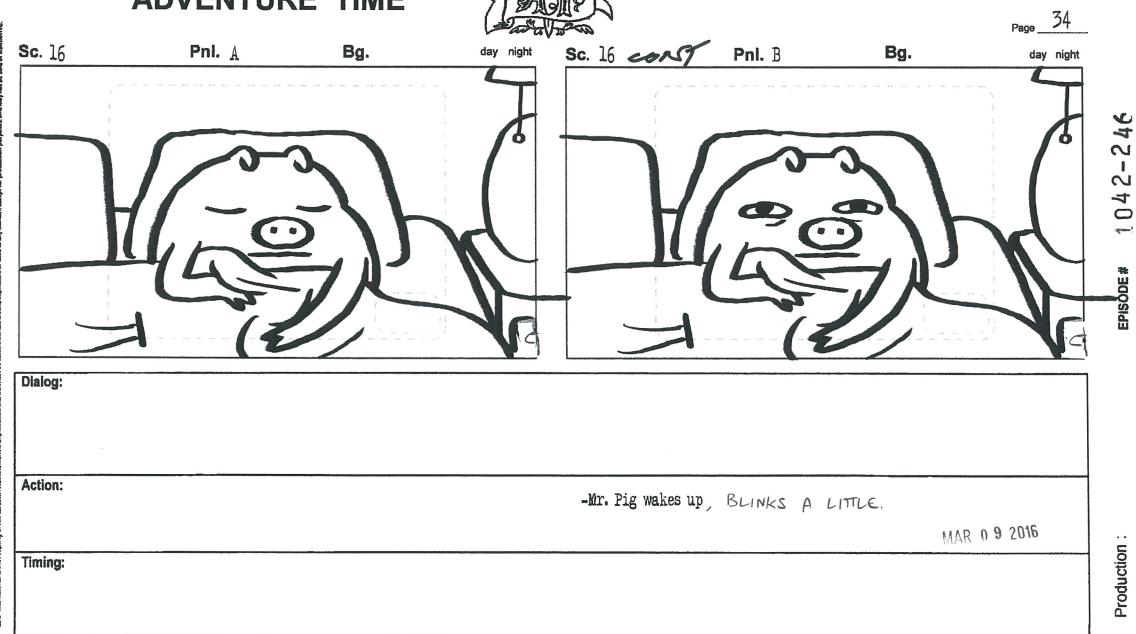
Production:

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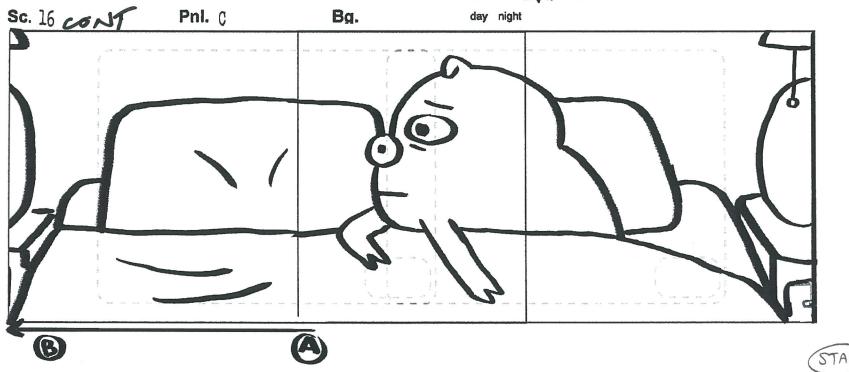
EPISODE#







Page 35 day night



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EPISODE#

STOP

Action:
-Pan from A to B as Mr. Pig checks other side of bed.

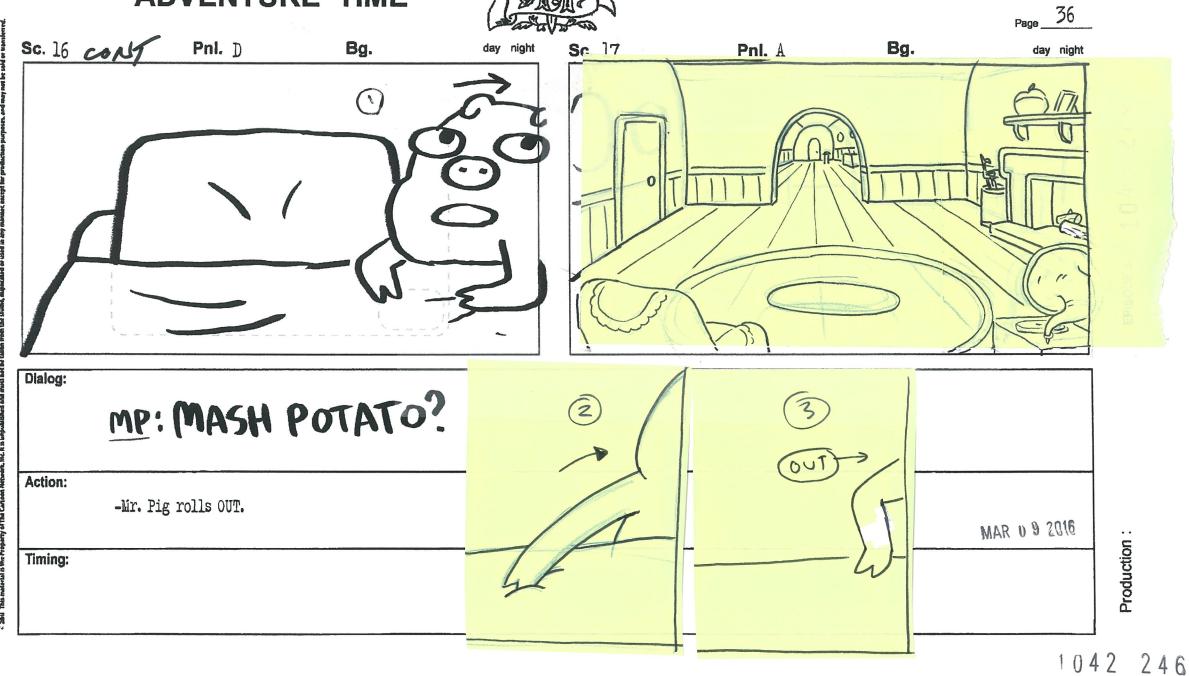
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Timing:

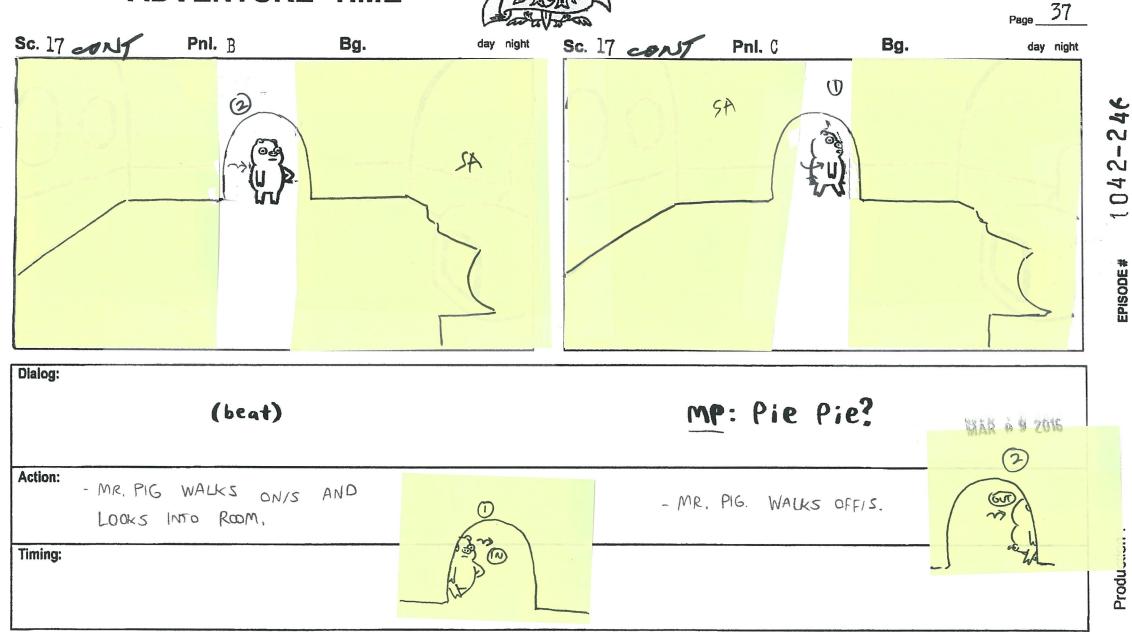
1042 246

Production:







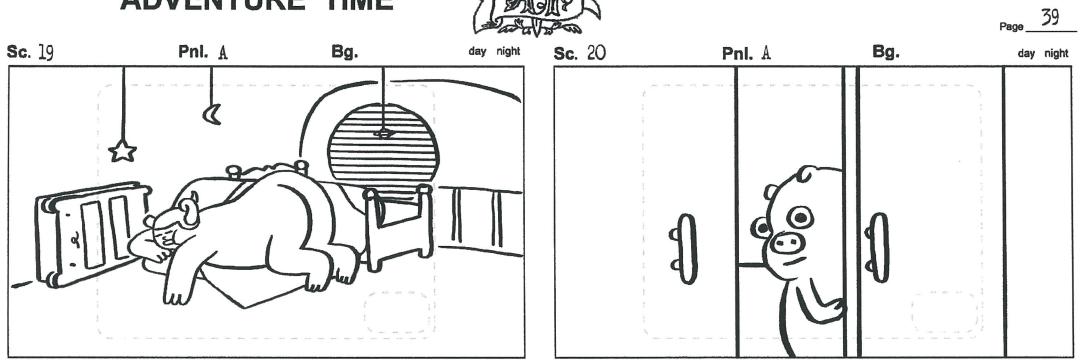




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<b>Sc</b> . 18	F	Pnl. A	Bg.	day night	Sc. 18 cons	Pnl. B	Bg.	day night	
									EPISODE# 1042-246
Dialog:	SWEET	PEA: * cut	e snoring* —	~					
Action:					-MR, PIG OPE	NS DOOR.	M	AR 0 9 2016	
Timing:								-	Production:

1042 246





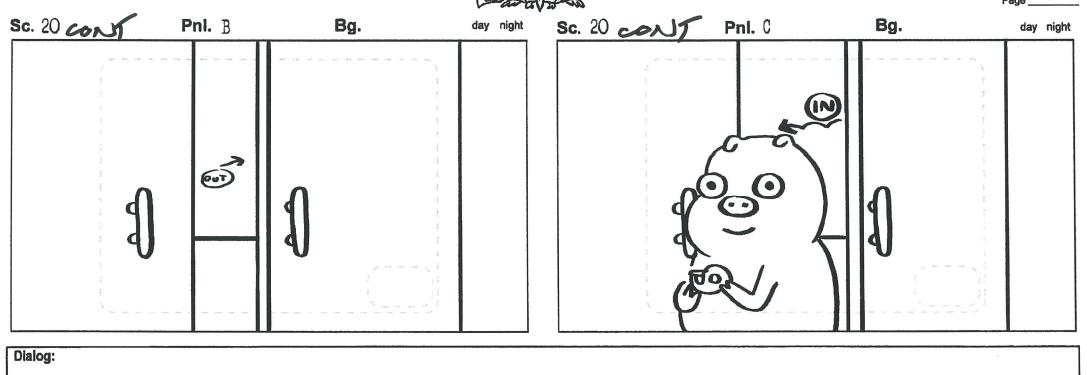
Dialog:		
	SWEET PEA: * snoring cutely *  (through sequence)	
Action:		MAR 0 9 2016
Timing:		

1042 246

Production:

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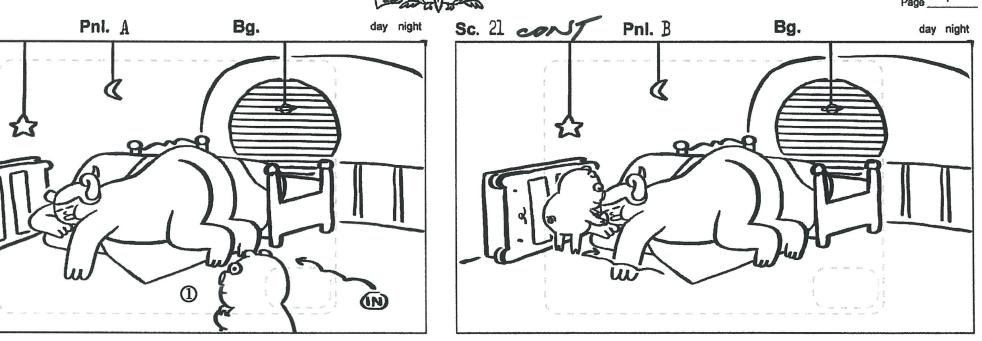


Dialog:			
Action:	-Mr. Pig leaves and door swings behind him slowly.	-Nr. Pig walks into room holding tape.	
			MAR 0 9 2016
Timing:			

Sc. 21

### ADVENTURE TIME





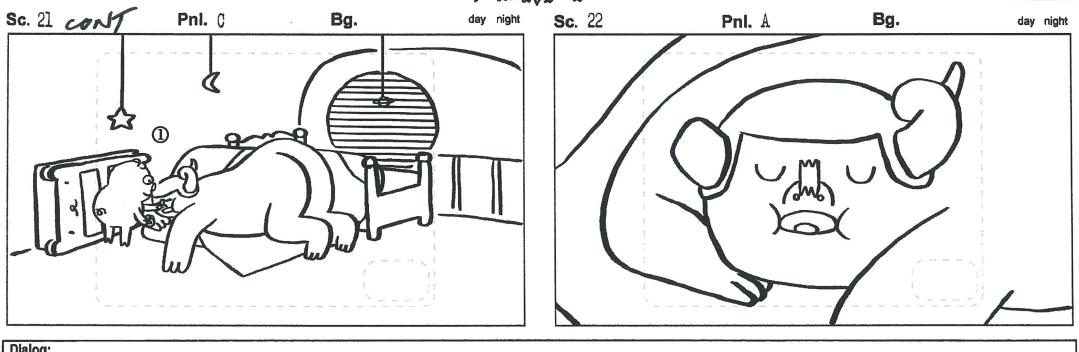
Dialog:							
A -41							
Action:	-MR. PIG	WALKS ON/S		1	100	100	-Takes a piece of tape.
				AK (I)	8 2	*(3)	MAR 0 9 2016
Timing:		0 5	$\mathcal{L}$				
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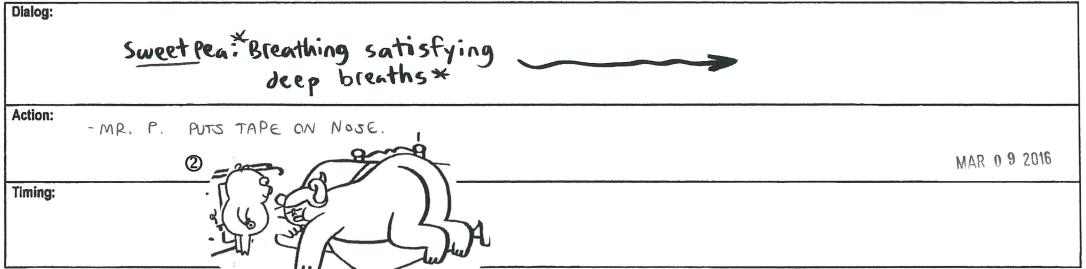
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Production:

2-246

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Sc. 23 Pnl. A Bg. day night Sc. 23 Pnl. B Bg. day night

Dialog: Sweet pea: breathing cont.	(0.5.)
(beat)	TT: HAHA! OKAY BYEEE!
Action:	-MR. PIG TURNS, ACCENT LINES POP OFF HIS HEAD.
Timing:	MAR 0 9 2016

Production:

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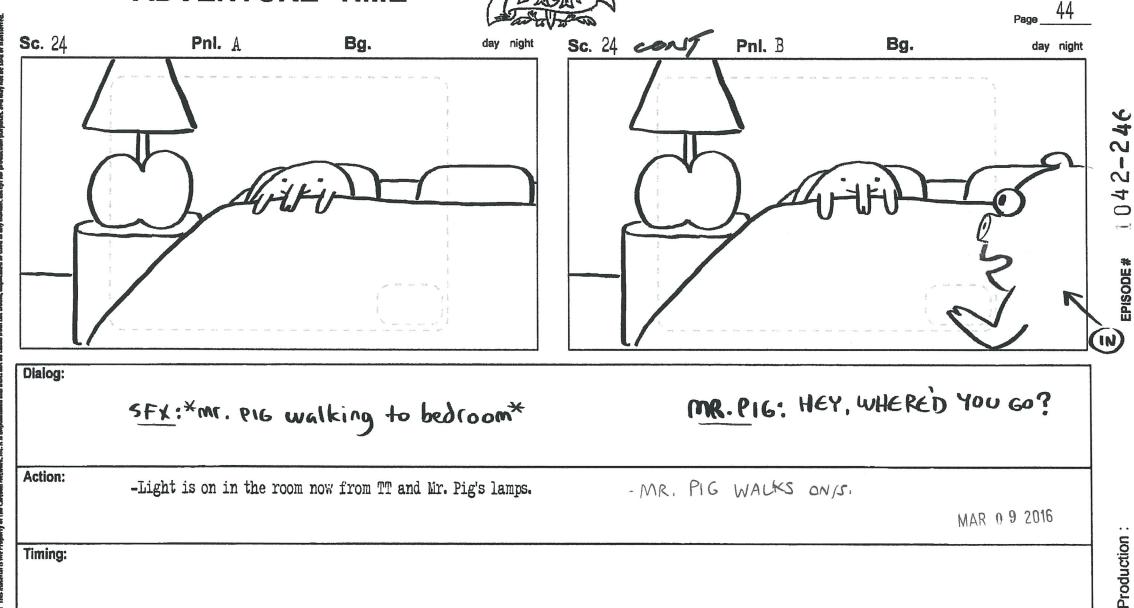
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#### **ADVENTURE TIME**





Pnl. C



Page 45 Bg. Sc. 24 cons Pnl. D Bg. day night

Dialog:

Sc. 24 CONS

TI:mm .. I think I was visited

TT: by aliens again.

show me my... hybrid children. -

Action: -Mr. Pig crawls up onto bed.

MAR 0 9 2016

Timing:

Production:

042-246

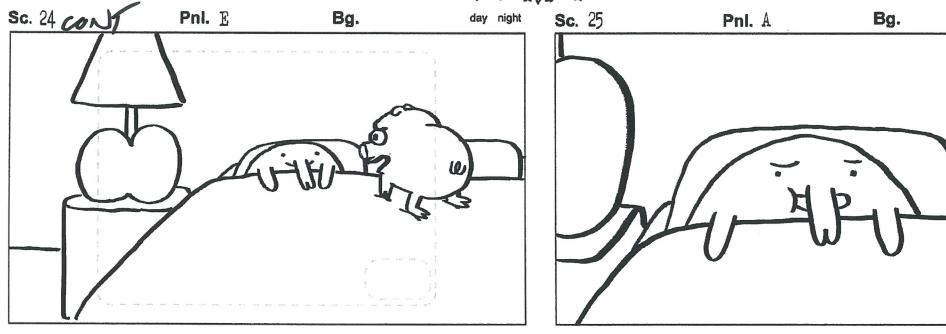


Page 46
Page 46

Page 46

A Sc. 25

Pnl. A Bg. day night



MP: HAHA., WHAT?

T: DON'T BE JEALOUS OF MY

ALIEN CONSORTS, MR. PIG.

Action:

MAR 0 9 2016

Timing:

Production:

042-246

TT: I LOVE YOU THE MOST.



Sc. 25 CON Pnl. B Bg. day right Sc. 25 CON Pnl. C Bg. day right

_			
	mp: HAHA	ALRIGHT THANK YO	

Action: - MR. PIG CRAWLS ON/S.

MAR 0 9 2016

Timing:

Dialog:

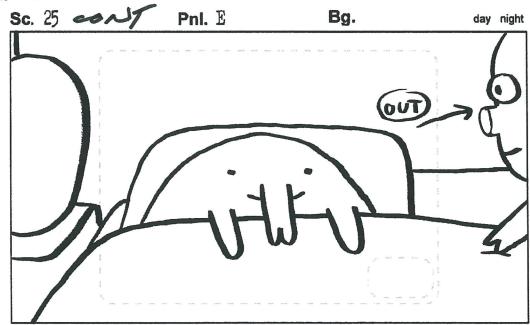
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04

# ADVENTURE TIME 25 DON Pol. D Bg.





Sc. 25 00NJ	Pnl. D	Bg.	day night
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Dialog:

SFX: \* Kiss\*

Action:

- MR.P BACKS OFF/S.

MAR 0 9 2016

Timing:

Production:

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EPISODE#

Production:

#### **ADVENTURE TIME**

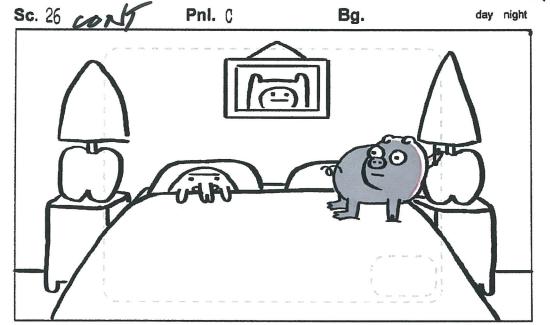


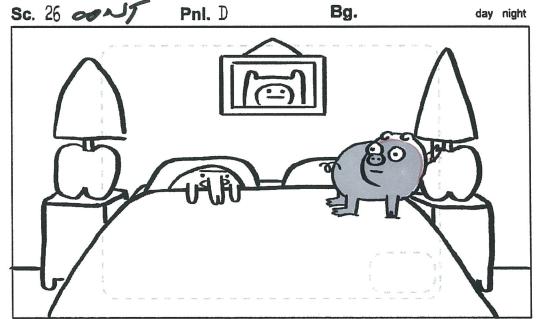
Page 49 Sc. 26 20N1 **Sc.** 26 Pnl. A Bg. Pnl. B Bg. day night 2 04 Dialog: mp: You gonna come with me to Princess Bubblegum's fireworks show tomorrow? Action: -Mr. Pig takes a bunch of little steps, crawls to get over to the lamp. MAR 0 9 2016 Timing:

1042 246



Page \_\_\_\_50





Dialog:

TT: NO, SHE WIZZED ON OUR WEDDING.

TT: I'M SORRY, BUT SHE IS A FAT FISH IN THE SAND.

Action:

-Mr. Pig puts hand on lamp CHAIN.

MAR 0 9 2016

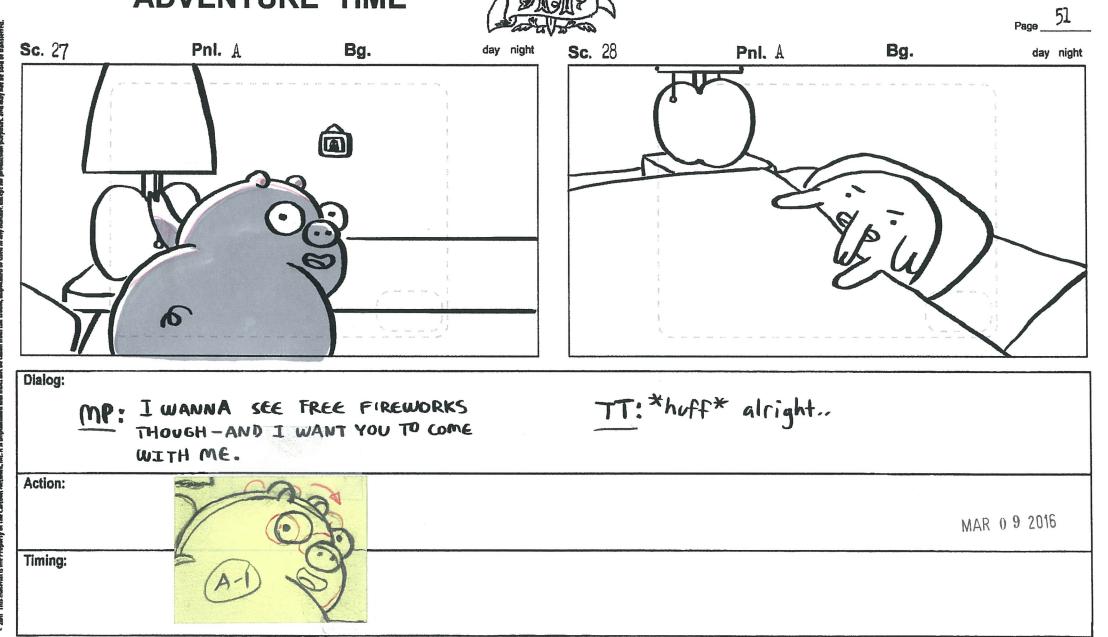
Timing:

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Production:

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EPISODE#

1042 246

Bg.

Pnl. A



Sc. 29 corf Bg. day night Pnl. B day night

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in	
6	

SMILES.

Dialog: SFX: LOUD SMACK!\*

MP: \*PIG SQUEEL!\* ALT: WOH!

Action: PIG -MR.

-Tree Trunks hand smacks Mr. Pig's bottom.
-Mr. Pig squeels and pulls on the light string.

MAR 0 9 2016

Timing:

Sc. 29

Production:



Page 53 Sc. 30 Pnl. A Bg. day night

<b>Sc</b> . 29	CONT	Pnl. C	Bg.	day	night
. 4 (4)					

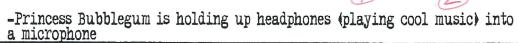
SFX: * click*	SFX	* (	COOL MUSIC *	
			,,	MAR 0 9 201

ACTION:	A	ction:	
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Dialog:

-Cut to black.

-Fade in from black to outside the Candy Kingdom. -Jake fans self with peacock feather.



Timing:

Production:

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ADVENTURE TIME			Page54
Sc. 30 ONT Pnl. B Bg.	day night Sc. 30	Pnl. 0 Bg.	day night
Dialog:  SFX: * COOL MUSIC *			
Action: - TREE TRUNKS AND MR. PIG WALK ONS.			MAR 0 9 2016
Timing:			



**ADVENTURE TIME** Page \_\_ 55 Sc. 31 Pnl. A Pnl. B Bg. Sc. 31 Bg. day night WEAKNESS THE BODY

Dialog:

SFX: \* COOL MUSIC \*

Action:

-Gumdrop man is rubbing head on speaker cycleing poses from panel 1 and 2 through scene.

MAR 0 9 2016

-Bubblegum is holding microphone up to headphones, she turns to show the crowd.

Timing:

Production:

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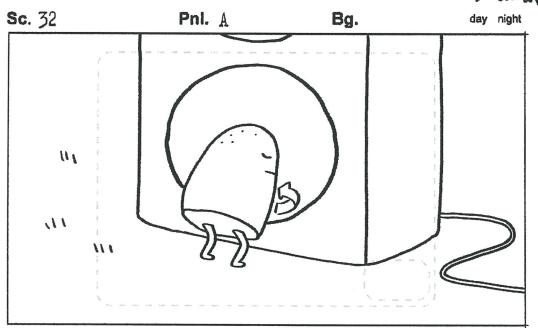
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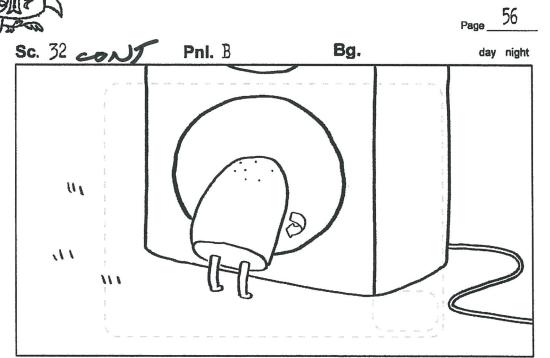
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EPISODE#

#### **ADVENTURE TIME**







Dialog:	CYCLE RUBBING	
	-Gumdrop Man rubs face on speaker by twisting his knees back and forthMusic louder on this close-up.	MAR 0 9 2016
Timing:		

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Production:



Page 57

Sc. 33 Pnl. A Bg. day night

Sc. 33 Can Pnl. B Bg. day night

Dialog:



Action: -Down angle on Jake in the form of a comfortable chair.

-Jake is holding a television with white-noise static on it, the runed mug from "Video Makers", a bowl of hotdogs and bendy straws, BMO, a ball-and-chain and is fanning himself with a peacock feather.

-BMO swings legs back and forth

MAR 0 9 2016

Timing:

Production:

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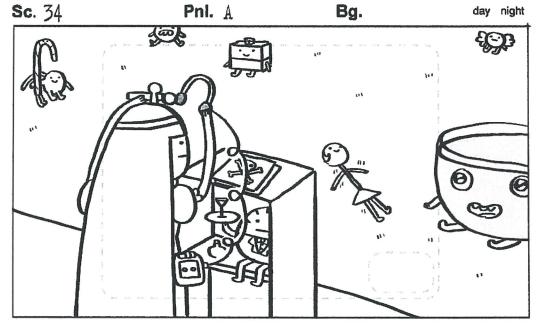
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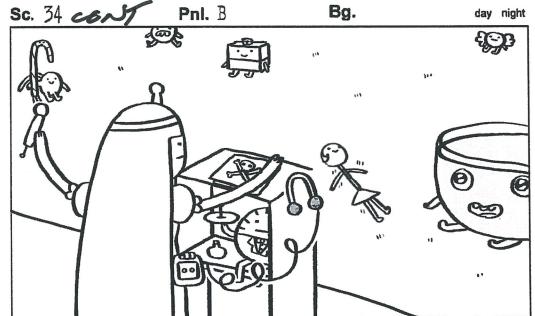
**EPISODE#** 

9



Pnl. B Bg. day night





Dialog:
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\* COOL MUSIC \*

Action:

- -PB holds headphones up to microphone.
  -"play" button (screen-left button) is pressed down on walkman.

-PB lets go of headphones and they clatter on ground.
-music still coming out of headphone speakers

MAR 0 9 2016

Timing:

Production:

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SEX: \* CLICK\*

PRINCESS BUBBLEGUM: SCIENCE RULES! (stern deep loud voice)

#### Action:

-PB presses "stop" button (screen-right button) on tape recorder and music stops.

-PB speaks into microphone.

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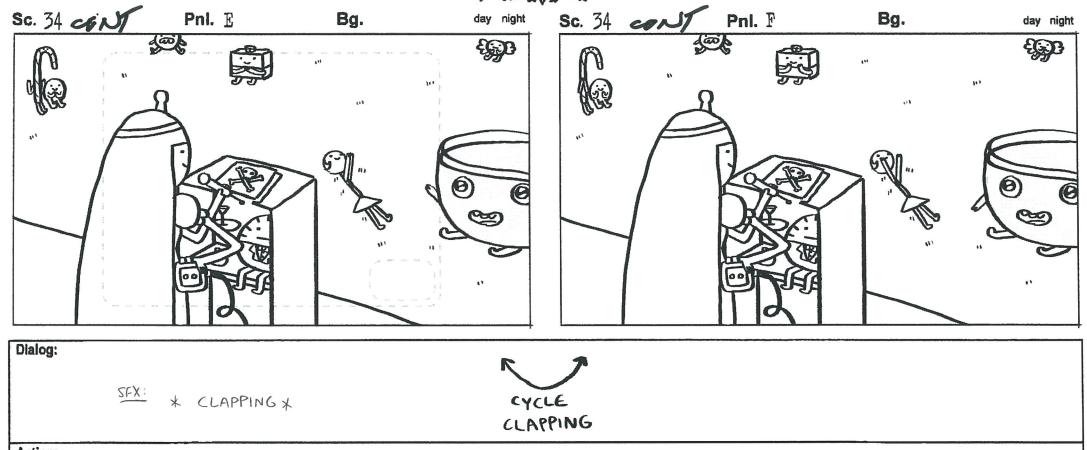
Timing:

Production:

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Action:

-mild applause

Timing:

1042 246

MAR 0 9 2016

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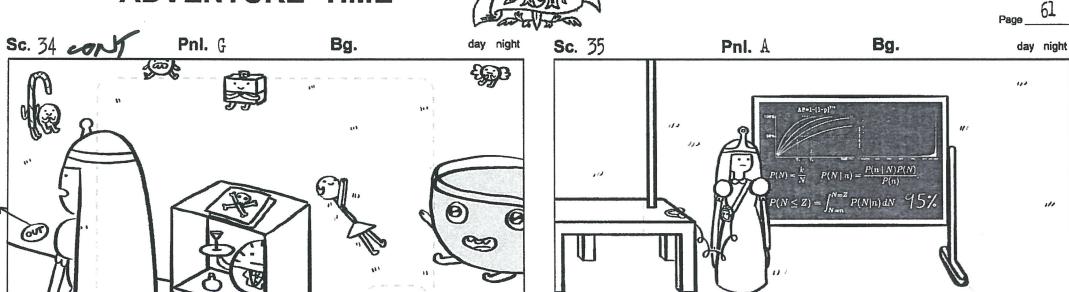
2-2

04

EPISODE#

Production:





Dialog:

PB: HERE'S SOME PROOF.

Action:

-PB walks off the stage -(SFX) PB drags headphones on stage behind her. -(SPX) PB hops onto the grass

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Timing:

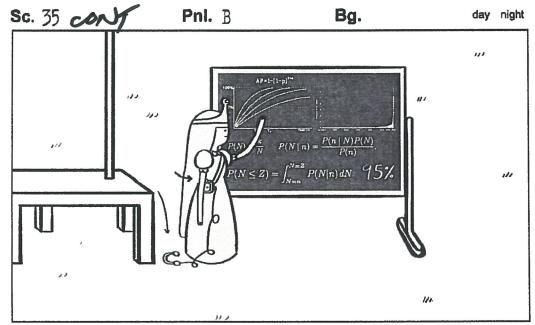
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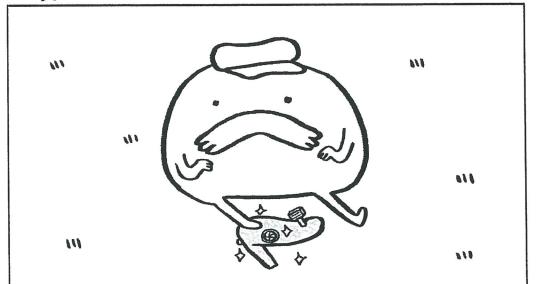
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1042



Sc. 36 Bg. Pnl. A day night 111





Dialog: Action: -Starchy is wearing a sparkling ruby-red sequin high-heel shoe that has an obvious camera lense and flash. -PB holds gestures towards chalkboard.
-Headphones drag behind her falling onto the grass. MAR 0 9 2016 Timing:

Production:

46

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2

7



Page \_\_63 Sc. 36 CONT Sc. 36 CONT Pnl. C Bg. Pnl. B Bg. day night 110 111 111 111 111 111 110 110 111 111 110 110

Dialog:

Action: -Starchy slowly reaches for shoe - his eyes look screen-left. -Starchy slowly takes off shoe - his eyes look screen-right.

MAR 0 9 2016

Timing:

Production:

246

042-



**ADVENTURE TIME** Sc. 36 CONT Sc. 36 con 7 Pnl. E Bg. Pnl. D Bg. 111 818 111



111 110 111 010

Dialog:

SFX: \* CLICK - CLICK +



Action:

-Quickly, starches pulls the shoe up to his eye and presses the button on the side rapidly.
-The flash goes off with each photo. (Flash eminates from camera as a square and fills the screen white - fading on and off over 3 frames.)
-Camera lense goes in and out, iris on camera opens and closes.

Timing:

Production:

MAR 0 9 2016

day night

2

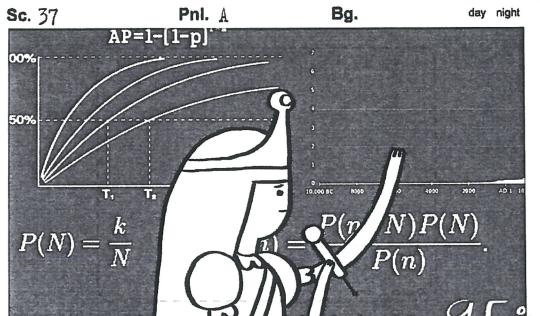
2 7 0

## 2 2-04

EPISODE#

day night

#### **ADVENTURE TIME**



Pnl. B AP=1-(1-p) Sc. 37 0019 Bg. 50%  $P(n \mid N)P(N)$ 

Dialog:

PB:

E THROUGH NOSE

Action:

-PB looks wistful AS SHE STARES AT BLACK BOARD. -PB looks determined and lowers her arm.

MAR 0 9 2016

Timing:

Production:

Sc. 38

#### **ADVENTURE TIME**

Bg.

Pnl. A



Page 66

day night Sc. 38 cost Pnl. B Bg. day night

Dialog:

PB. i'm doing the right thing.

SFX:\* mic/speaker
feeback\*

Feeback

Action:

-PB turns to look at candy crowd

MAR 0 9 2016

Production:

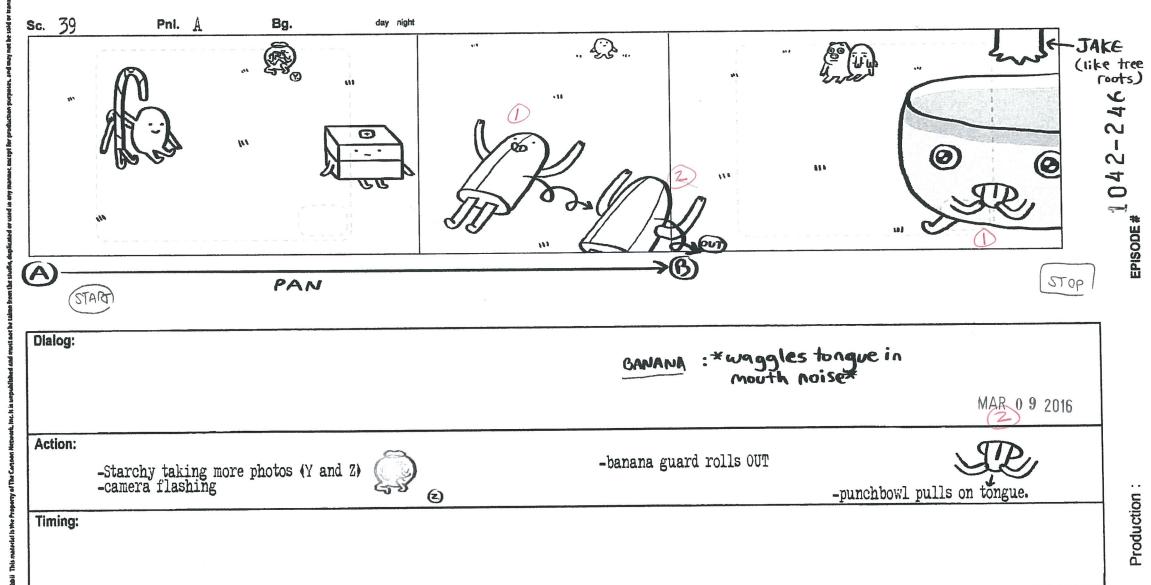
1042-246

## 1042 246

#### **ADVENTURE TIME**



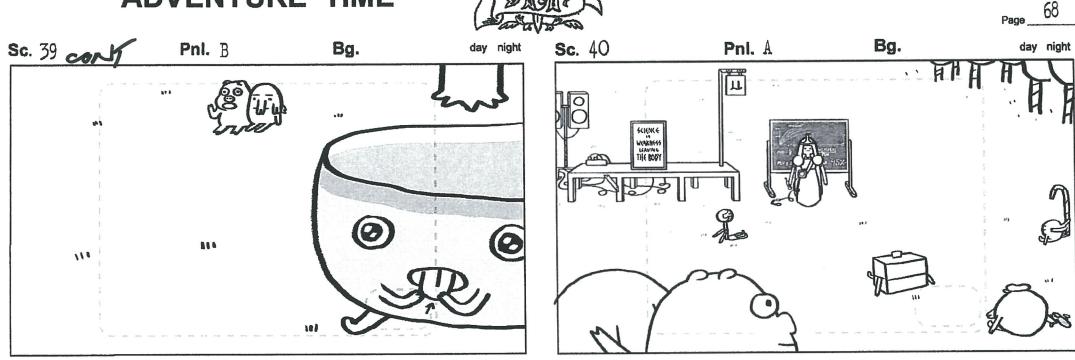
eage 67



# 1042-246 #BOOSHB

#### **ADVENTURE TIME**





Mr. Pig: FREE! FIREWORKS!

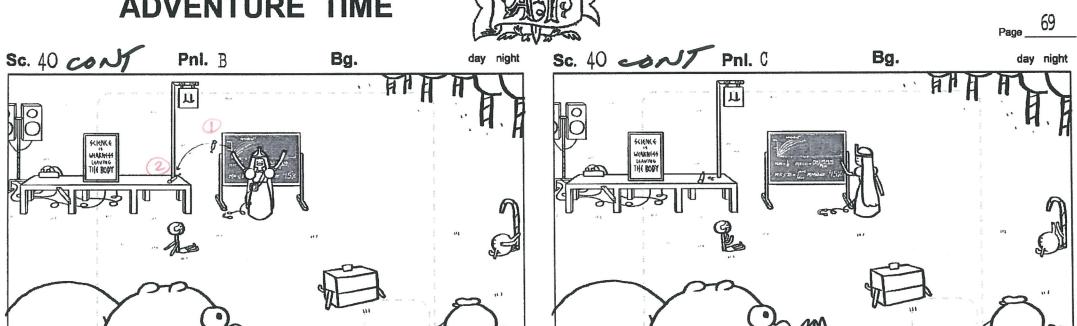
Action:
-Punchbowl puts tongue back in.

Timing:

Production:

MAR 0 9 2016





Dialog:

PB: RIGHT!! HERE WE GO!

Action: -PB throws microphone, mike hits stage and rolls.

-Clapping from some of the crowd.

- PB TURNS TOWARDS CHALKBOARD.

MAR 0 9 2016

Timing:

Production:

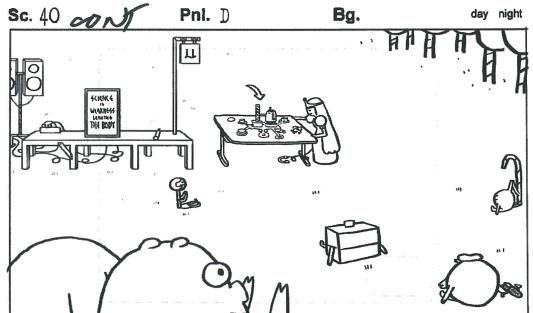
2

04



11

<sub>Page</sub>\_\_70 Pnl. A Bg. Sc. 41 day night



Dialog:

-PB folds down chalkboard, revealing a miniature space-shuttle launching station. -Princess Bubblegum's probe-controller is on the table.

-			
- 11	m	ma	•
3.5		8	•

MAR 0 9 2016

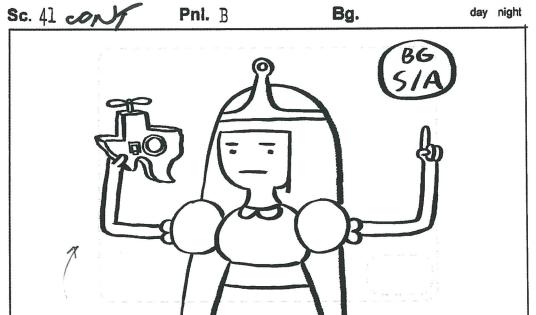
Production:

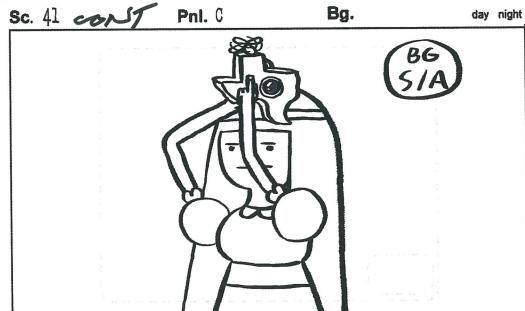
P42-246

## 2 246

#### **ADVENTURE TIME**







Dialog: Action:

-PB picks up probe-controller.

-PROBE-CONTROLLER IS SUPPED LIKE TEXAS

-PB flips switch upwards on probe-controller which causes light to turn on and propeller to spin.

MAR 0 9 2016

Timing:

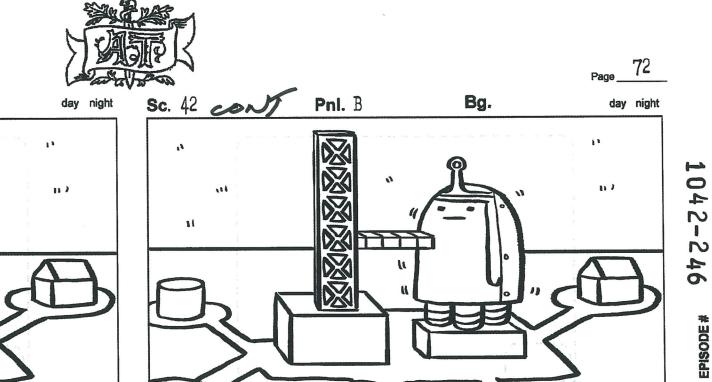
**Sc**. 42

11

#### **ADVENTURE TIME**

Bg.

Pnl. A



Dialog:					
Action:		T08: C			
	- CU OF LAUNCHING STATION O	IN TABLE.	-Probe vibrates.	*	
				*	
					MAR 0 9 2016
Timing:					

## day night 04

73

11 /

2

2 46

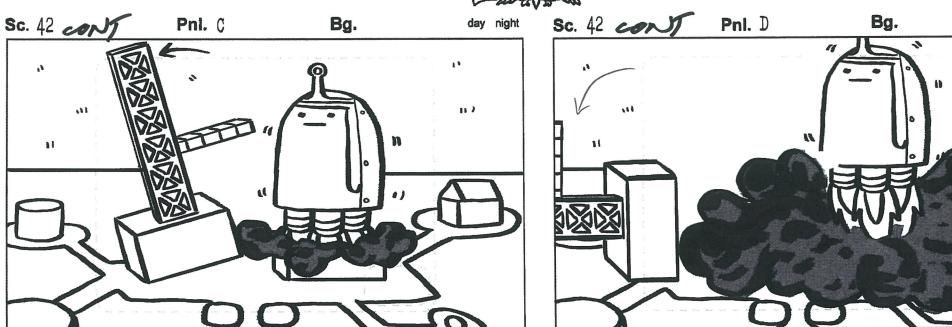
EPISODE#



Production:

#### **ADVENTURE TIME**





Dialog: SEX: \* SHYUUUUU \*

Action:

-Rockets fire under probe cause probe to slowly rise.
-Smoke billows out from jets.
-Support structure falls over.

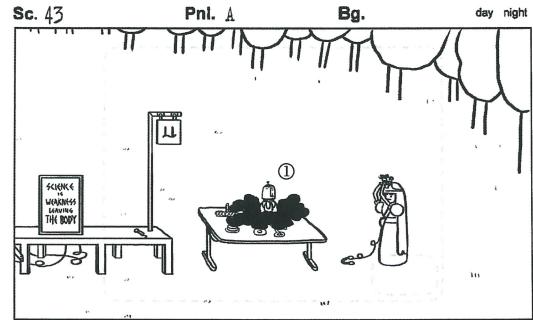
-Probe vibrates.

MAR 0 9 2016

Timing:



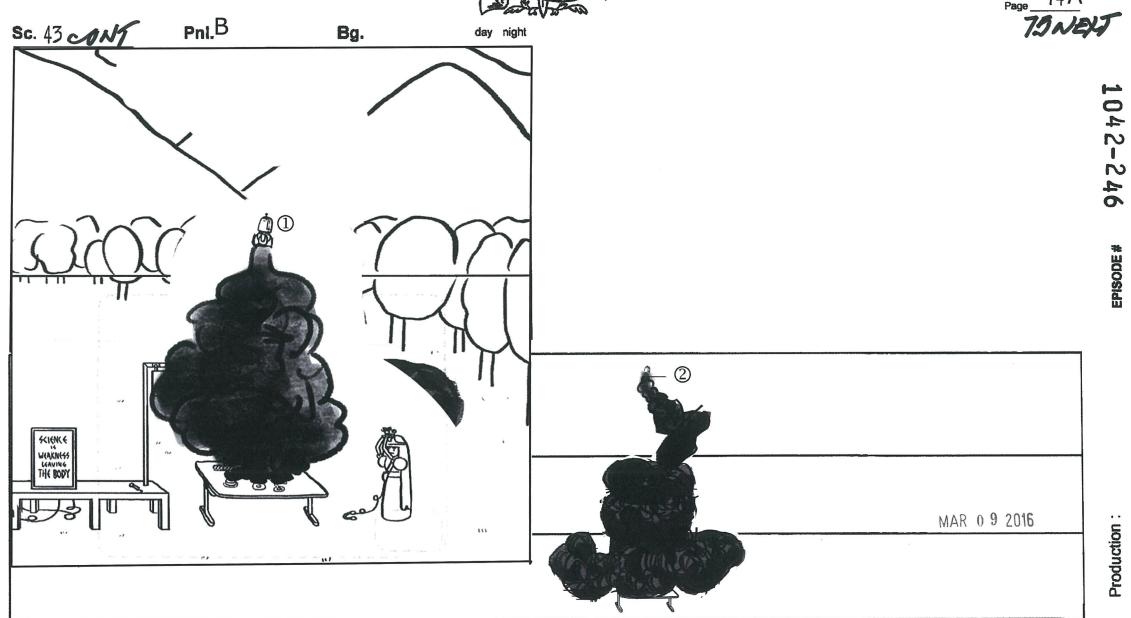
1042-246



Dialog:		
Action:	2	MAR 0 9 2016
Timing:		



74 A 73 NEXT



1042 246

Production:

START

Page 75

MAR 0 9 2016 Timing:

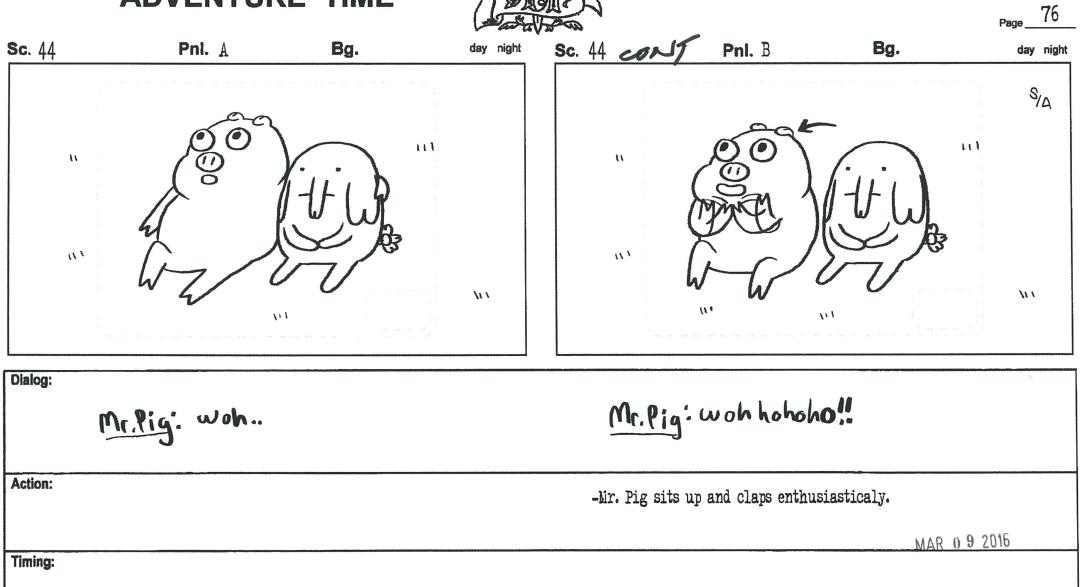
Production:

1042-246

EPISODE#

1042 246



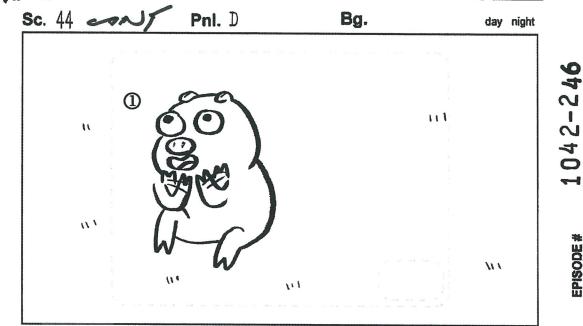


Production:

2-2



Sc. 44 cons Pnl. C Bg. 111 111



Dialog:

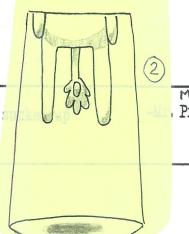
Mr.Pig: WOW WOW WOH HO HO HO!

SFX:\* THOOP\*

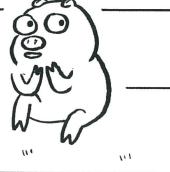
Action:

-Beam of light appears of TT and she immediately is Sucked up off screen.
-Mr. Pig continues clapping enthusiastically.

Timing:



Mr. Pig slows down clapping then stops. ②



MAR 0 9 2016

Production:

04



Sc. 44 ON Pnl. E Bg. day night Sc. 45 Pnl. A Bg. day night

Dialog:

Mr.Pig: Where's my wife?

Action:

-Mr. Pig turns and says "Where's my wife?"

-ALIENS WAVING ARMS

Timing:

Production:

042-246



Sc. 45 con/ Pnl. 0 Bg. day night

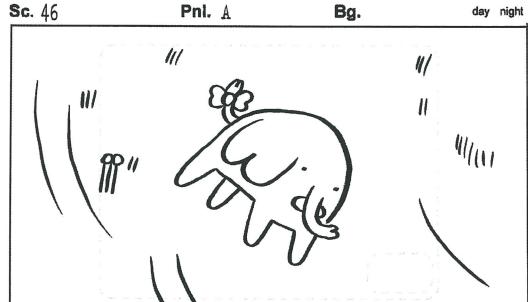
Sc. 45 con	Pni. B	Bg.	day night
			311
411			N'

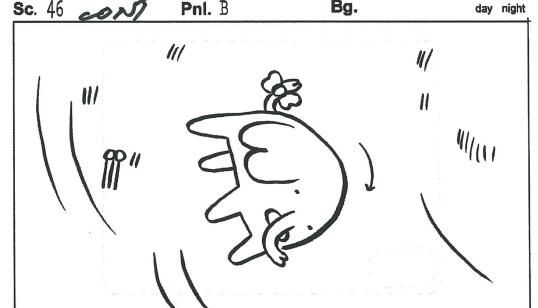
Dialog: Action: -Tree Trunks spins slowly, weightlessly. -Tree Trunks appears and Aliens point enthusiastically at center of floor. -Cycle poses of aliens pointing at center of floor. MAR 0 9 2016 Timing:

Production:

1042-240

EPISODE #





Dialog:

IT: WHAAA AAATTSSS- THAAAAT

Action:

-TT spins slowly, weightlessly.

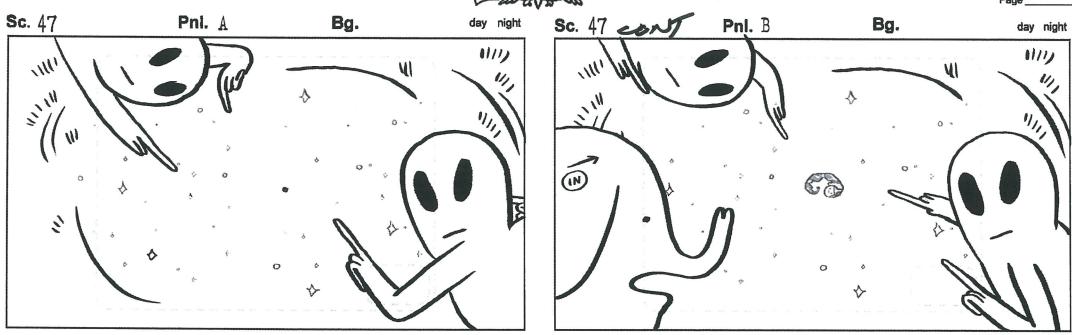
MAR 0 9 2016

Timing:

Production:

1042-246





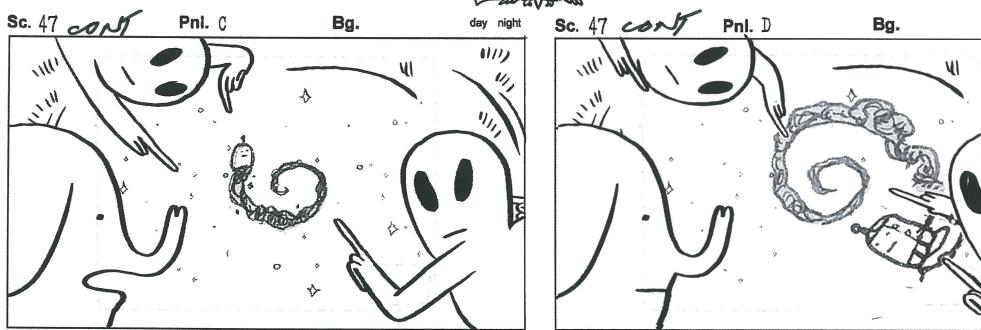
Dialog:			
Action:	-FLOOR DISSOLVES TO REVEAL DX VIEW OF SPACECycle aliens enthusiastically pointing at probeProbe spirals up towards camera.	- TT FLOATS ANS.	
			MAR 0 9 2016
Timing:			

Production:

1042-246

EPISODE #





Dialog:		_
Action:	-Cycle aliens enthusiastically pointing at probeProbe spirals up towards camera.	MAR 0 9 2016
Timing:		

1042 246

Production:

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1042-246

EPISODE#

# CV

#### **ADVENTURE TIME**

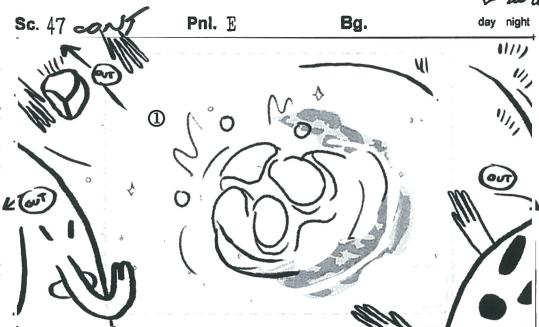


day night

2

2 4 Ò

EPISODE#



Pnl. A **Sc.** 48

Bg.

Dialog:

## SFX: BOOONNN-

(like a tripled-up tibetan bowl strike and ring out)

SFX:

#### -NNNNNGGGG!!

(ring more muted on wide shot )

-Probe smashes up through and gets stuck in the semi-transparent floor.
-Floor debris goes OUT
-TT and Aliens fly OUT
-Camera shake on impact.

-probe impact pushes back UFO
(UFO is made of seven light balls locked together across space)
-smoke trail from probe has some subtle line traceback animation to give it movement. maybe playing on like. 4's?)
-UFO debris moves out from probe impact.

Timing:





MAR 0 9 2016

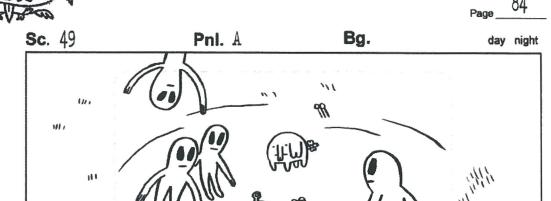
Production

# 1042 246

#### **ADVENTURE TIME**

Pnl. B





Sc. 48 COLY 山 4

Bg.



Dialog:

66666611

Action: -UFO is pushed back in space slowly from probe impact.
-UFO debris floats away from ship.

Timing:

MAR 0 9 2016

2 2-

04

EPISODE #

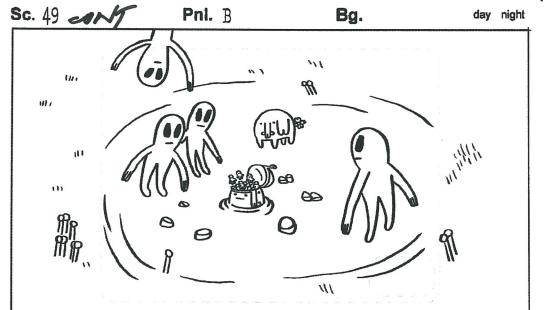
(

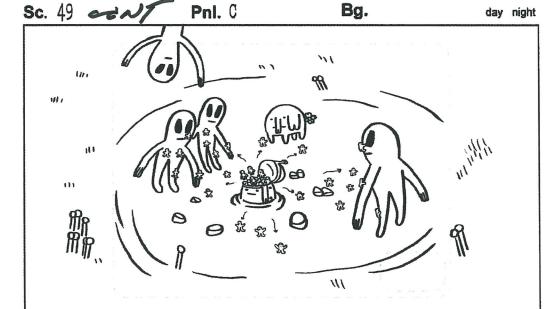
0

3 04

Production:







Dialog: SFX: ASKSHH X

Action: -probe opens up releasing little candy people that float out in all directions. -candy people grasp onto aliens. MAR 0 9 2016

Timing:

Production:

2

2-

104

EPISODE#

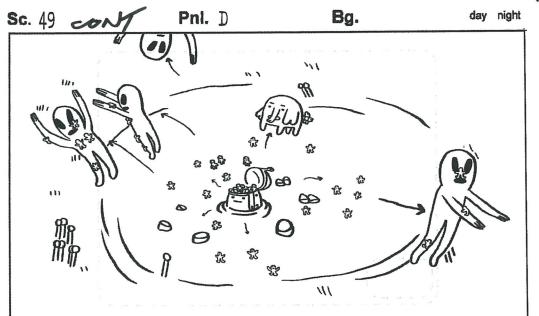


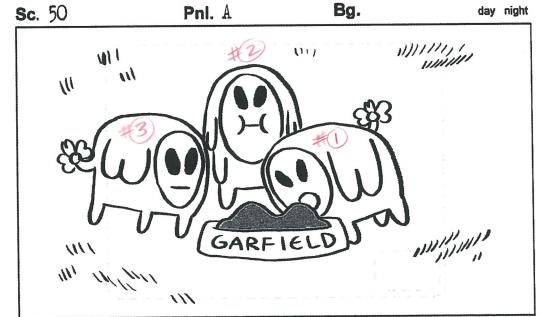
Page 86

2

1042

EPISODE #





Dialog:		
Action:	-Aliens and Tree Trunks float away from probe.	-TT's hybrid babies eating food from a Garfield dish.
		MAR 0 9 2016
Timina:		

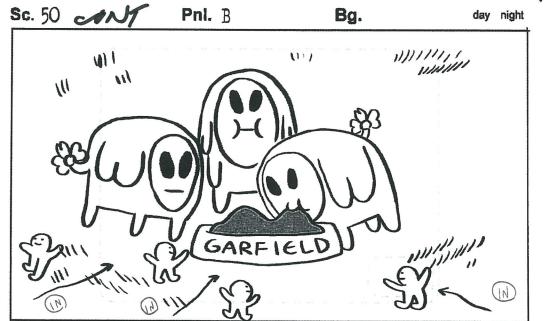
Production:

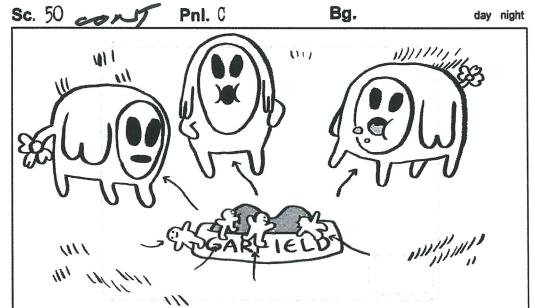


Page 87

2-2

04





Dialog:			
Action:	-Candy people float in towards food.	-Candy people float into foodHybrid babies float backwards, are shocked.	MAR 0 9 2016
Timing:			

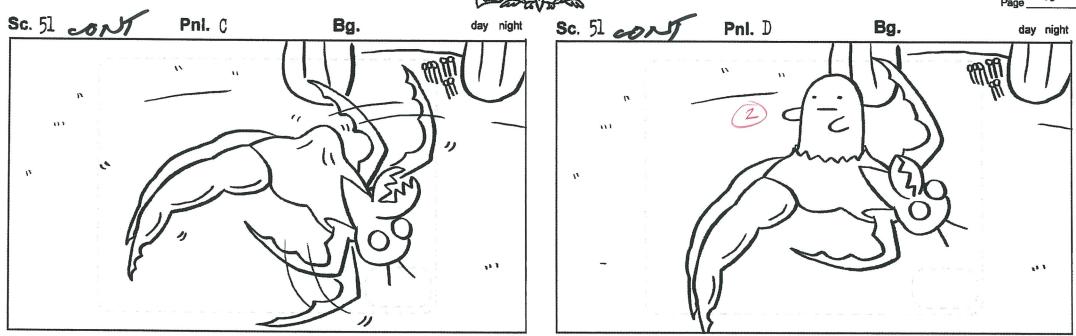


Pnl. B Sc. 51 00~17 Bg. Sc. 51 Pnl. A Bg. day night day night 246 2-(P) 115 1 40 Dialog: Action: -Mantis-man floats in -Candy people crawl into his mouth. MAR 0 9 2016 Timing:

Production:

04





Dialog:			
Action:	-Mantis man shakes as a large bulge pushes out from his tummy.	-Candy creature emerges from Mantis' tum tum.	

Timing:



Production:

246

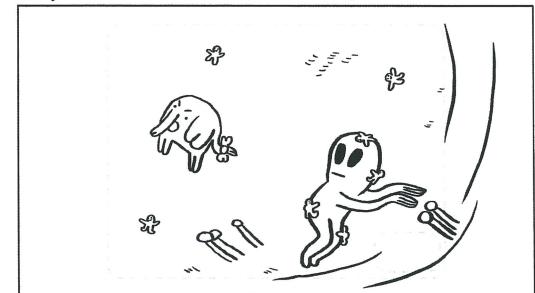
045-

CPU:

MAR 0 9 2016



Page 90 Sc. 51 cont Pni. E Bg. Pnl. A Bg. day night joh.



Dialog:	CANDY: "OONTZ OONTZ"	TT:00000-	
Action:	-Candy Thing wiggles and beat boxes.		MAR 0 9 2016
Timing:			

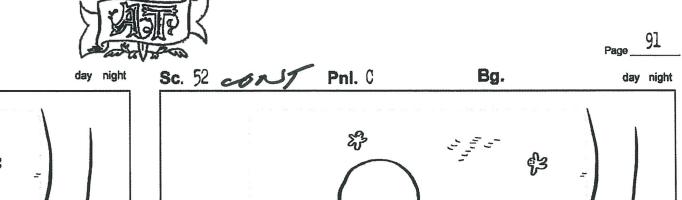
1042-246

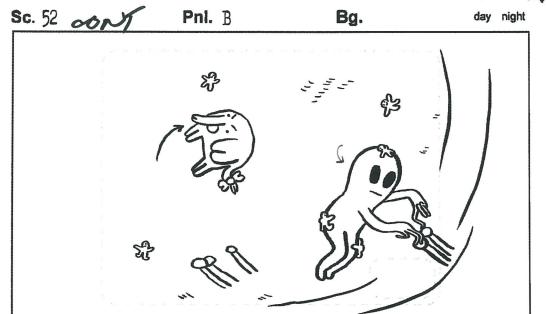
# 9

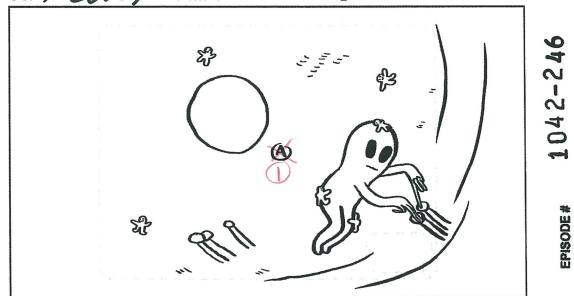
EPISODE #

#### **ADVENTURE TIME**









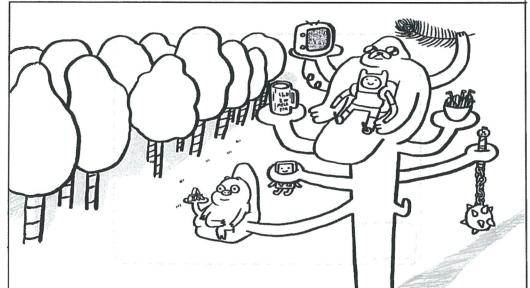
Dialog:	TT:-0000! (cut off)	SFX:FOOP!*	MAR U 9 2016
Action:	- ALIEN OPERATES LEVERS.	-a sphere of light blinks into existence ov shrinks to nothing.	er Tree Trunks then
Timing:			

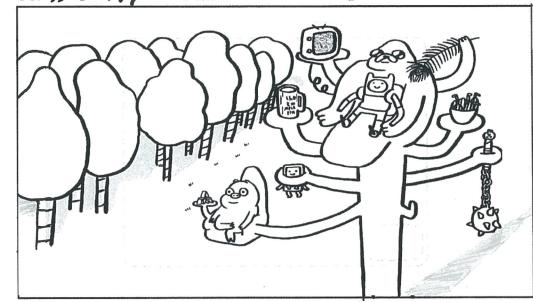
Bg.

Pnl. A



Sc. 53 00NT Bg. Pnl. B day night 2





Dialog:

Sc. 53



#### Action:

-Cycle same fanning and BMO's leg swinging animation from earlier scene.
-a pyramid of playing cards is sitting on the jake-table off of the jake-chair that Mr. Pig is now sitting in.

Timing:

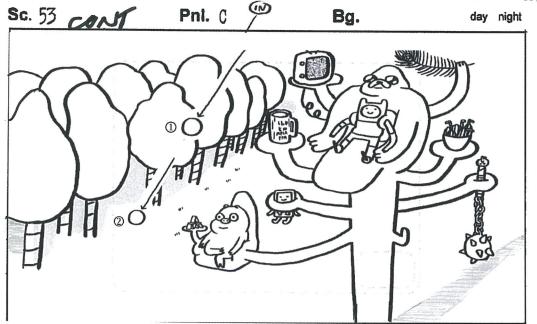
Production:

2 04

MAR 0 9 2016



Page 93



Sc. 53 CAN Pnl. D Bg. day night

Dialog:

SFX: \* electric buzzz\*

Action:

-Ball of light zips IN.

-Sphere blinks away revealing Tree Trunks.
-Tree Trunks walks OUT quickly, she is mad!

MAR 0 9 2016

Timing:

Production:

2-2

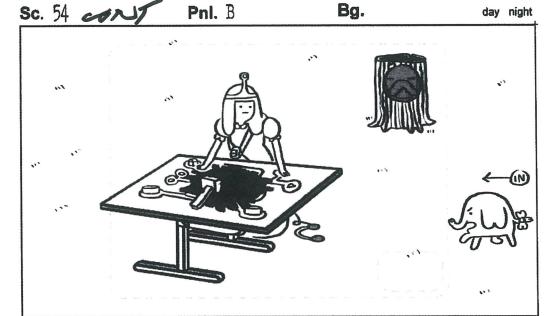
04

EPISODE#



Page 94

Sc. 54 Pnl. A Bg. day night



Dialog:

### TT: HEY YOU BLIND CREAM-FACED

POLE!!

ALT: HEY YOU BLIND CREAM-FACED LONELY LIGHT-HOUSE KEERER!

Action:

Princess Bubblegum is leaning over the table and staring at the scorch mark. -Starchy is closing his eyes inside of a hollow tree stump.

-TT stomps IN.
-Bubblegum looks at TT.



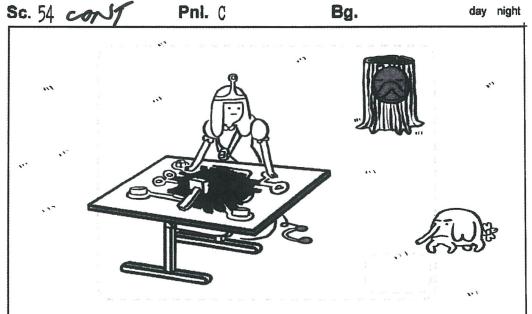
Timing:

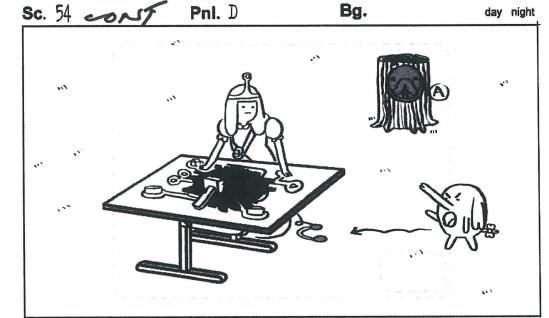
Production

2



Page 95





STOP HURTIN MY SPACE MEN TT: WITH YOUR GOO!

Action:
-TT squats then stand up on her hind legs.

-TT walks towards Bubblegum and shouts.
-Starchy changes expression right before the cut on the last word in TT's dialog.

MAR 0 9 2016

Timing:

Production:

2

045



Sc. 55

Pnl. A

Bg. day right

Sp. day right

Thirting

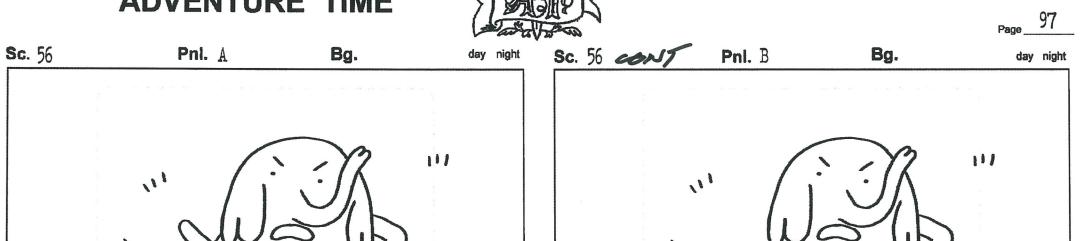
Dialog:

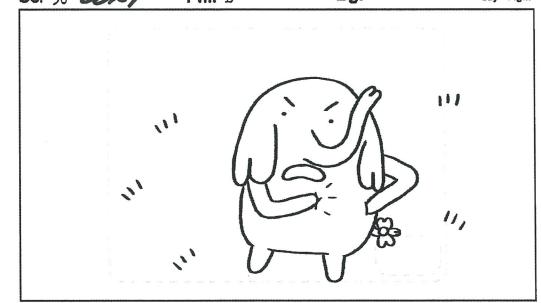
Dialog:	PB: wha How did you - ALT what? (under breath)
Action:	MAR 0 9 2016
Timing:	

Production:

1042-246







Dialog:	TT: I'M	THE	@MAMA!	
Action:	-Tree Trunks beats chest to	wice.		
				MAR 0 9 2016
Timing:				

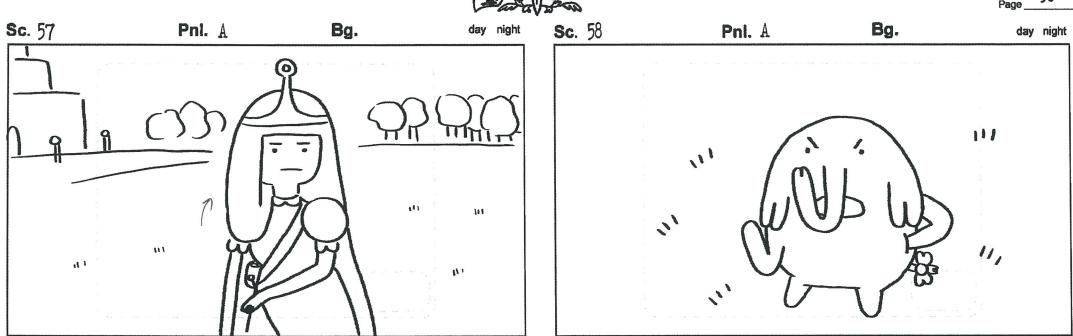
Production:

246

1042-

EPISODE#





Dialog:	TT: KEEP YOUR PROBES!-	
Action:		
		MAR 0 9 2016
Timing:	`	
	·	

Production:

1042-246



Sc. 58 con/ Pnl. B Bg. day night Sc. 58 con/ Pnl. C Bg. day night

Dialog:

TT: OUT OF MY 
Action:

-TT ANTICS BACK AND PAISES A LEG.

-TT adjusts her power-stance.

Timing:

Production :

MAR 0 9 2010

246

2

04



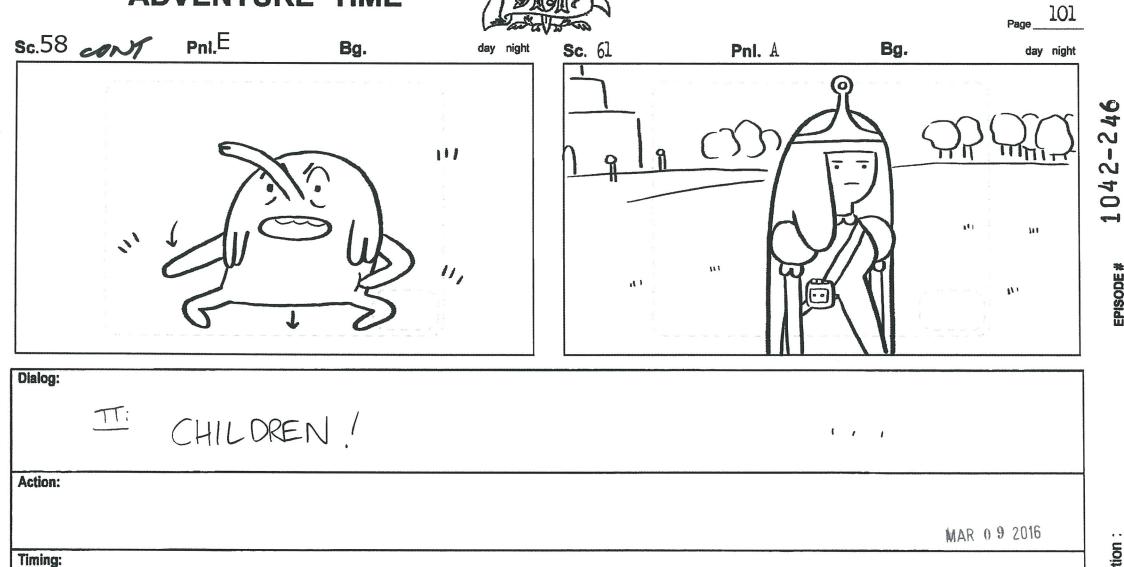
		- U W W W	and all				Page 100
Sc.	Pni.	Bg.	day night	Sc. 58 427	Pnl. D	Bg.	day night
					+		
Dialog:				I	STAI	R –	
Action:			-0	Cycle squatting, gestu	ring with panel 1		moderate pace)
Timing:							

Producti

1042-246



No Scs 59-60



Production:

0

#### **ADVENTURE TIME**



Sc. 61 conf Pnl. B Bg. day right

The first service of the service

PB: Tree Trunks you don't know what you're talking about.

TT: DON'T YOU CONDESCEND
TO ME YOU -

Action: - PB TURNS AND WALKS OFFIS

-PB walks slowly towards Candy Castle

MAR 0 9 2016

Timing:

Production:

1042-246

EPISODE#



103 Sc. 62 Pnl. 0 Bg. day night

Sc. 62 con/ Pnl. B Bg.

Dialog: TT: FALSE IDOL!

IT: YOU PROBED THE WRONG FAMILIA!

Action: - TT POINTS ACCUSINGLY.

-Mr. Pig walks IN.
-Stump lifts up revealing Starchy's bottom half.
-Starchy is wearing the camera-shoe and runs OUT. MAR 0 9 2016

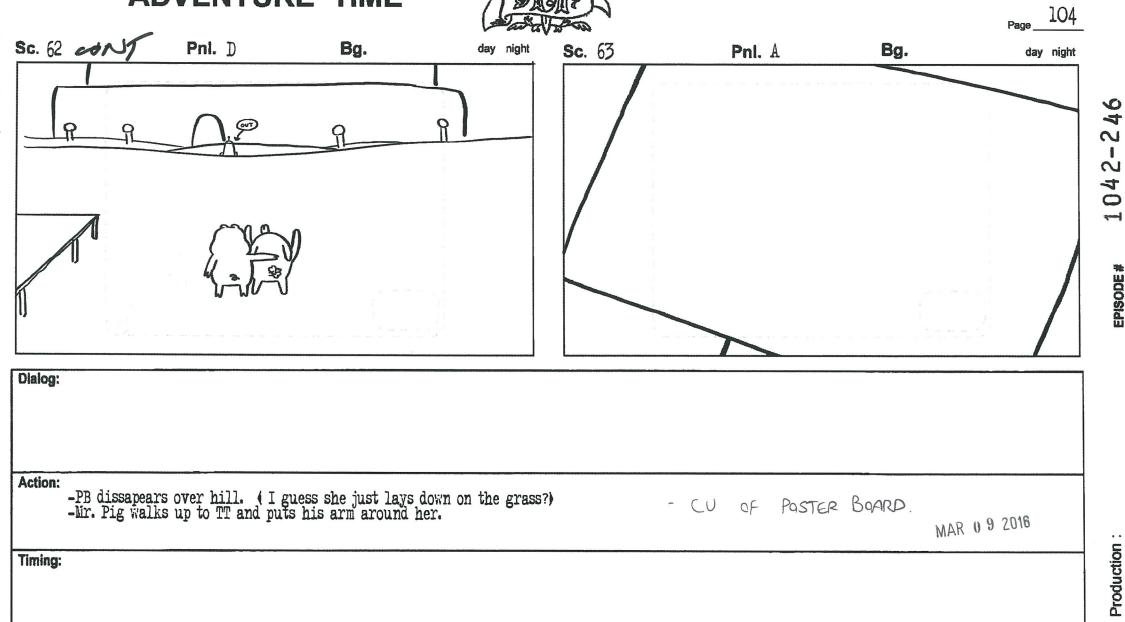
Timing:

Production:

N 04

EPISODE #











106 Sc. 63 0001 Sc. 63 00 Pnl. E Pnl. D Bg. Bg. day night 46 2 S EPISODE# Dialog: TT: [BLOWS] Action: -Tree Trunks hands enter IN holding pile of glitter. -Tree Trunks blows glitter pile over glue.
-Glitter sticks to glue and sparkles. MAR 0 9 2016 Production: Timing:

ď

## **ADVENTURE TIME** Sc. 63 cont Pnl. F Bg. day night Sc. Pnl. Bg. 246 1042-EPISODE# Dialog: Action: - TT WITHDRAWS. - SIGN SPARKLES MAR 0 9 2016 Production: Timing:

042-246

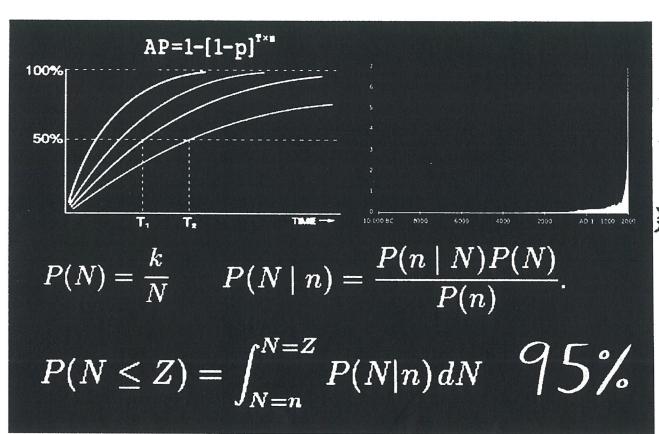
EPISODE#

9

0

THE TRUTH IS OUT THERE (X) DESIGN REFERENCE (X) THE TRUTH IS OUT THERE

-Bubblegum's Chalboard



This spike should look different. It represents population over time.

These numbers should probabbly be changed to match the current timeline.

MAR 0 9 2016

# 108 NEXT

#### **ADVENTURE TIME**





THE TRUTH IS OUT THERE X DESIGN REFERENCE X IS OUT THERE

I was thinking that the ship was furry, grassy on the inside. Like Anemone maybe. something soft to protect the Aliens' bodies.

The ship is semi-transparent and stars can be seen through it.

EPISODE#

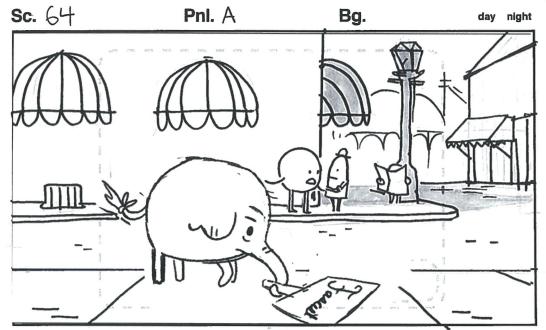
246

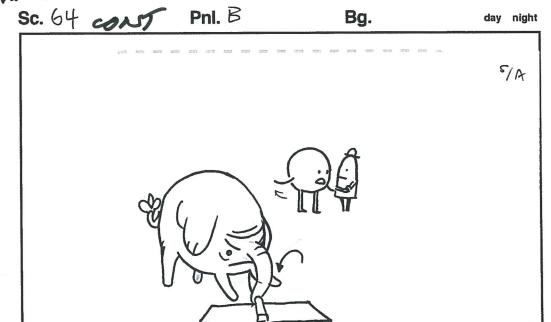
1042-

MAR 0 9 2016



Page 108





Dialog:

TT: [BLOWS]

Action:
-TT BLOWING AWAY GLITTER AGAIN.

Timing:

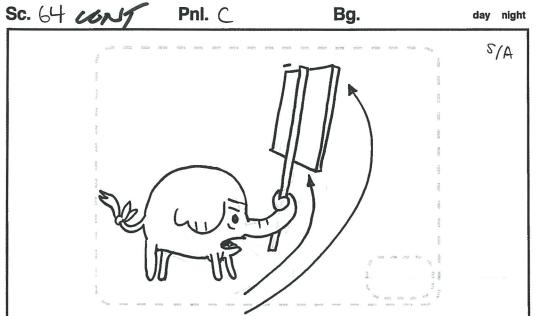
Production:

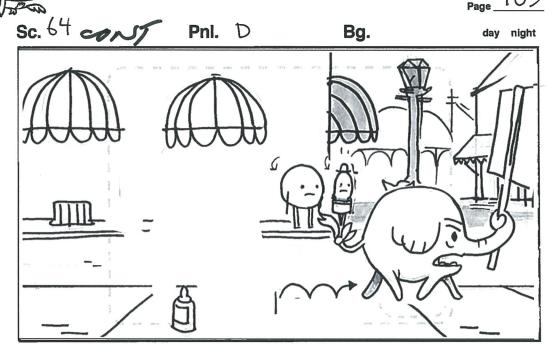
2

042



Page 109





The fireworks show is a secret space war!

- CANDY PEOPLE TRACK TREE TRUNKS.

MAR 0 9 2016

Timing:

Production:

2 2-04 EPISODE #

Production:

Page | | | |

day night



Sc. 65 cont Pnl. B Bg. day night Sc. 66 Pnl. A Bg. day night

1 1

CANDY/ Dude this town is full of KOOKS.

MAR 0 9 2016

Timing:

1042 246

Production:

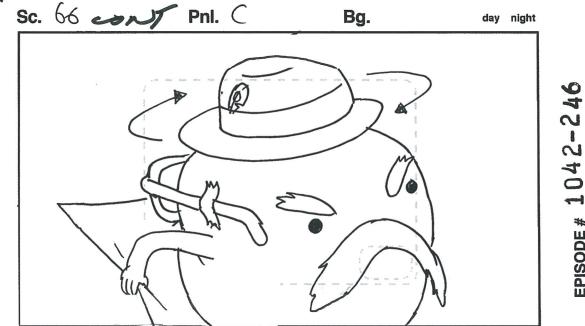
2

04



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Pnl. 3 Sc. 66 CONT Bg.



Action:

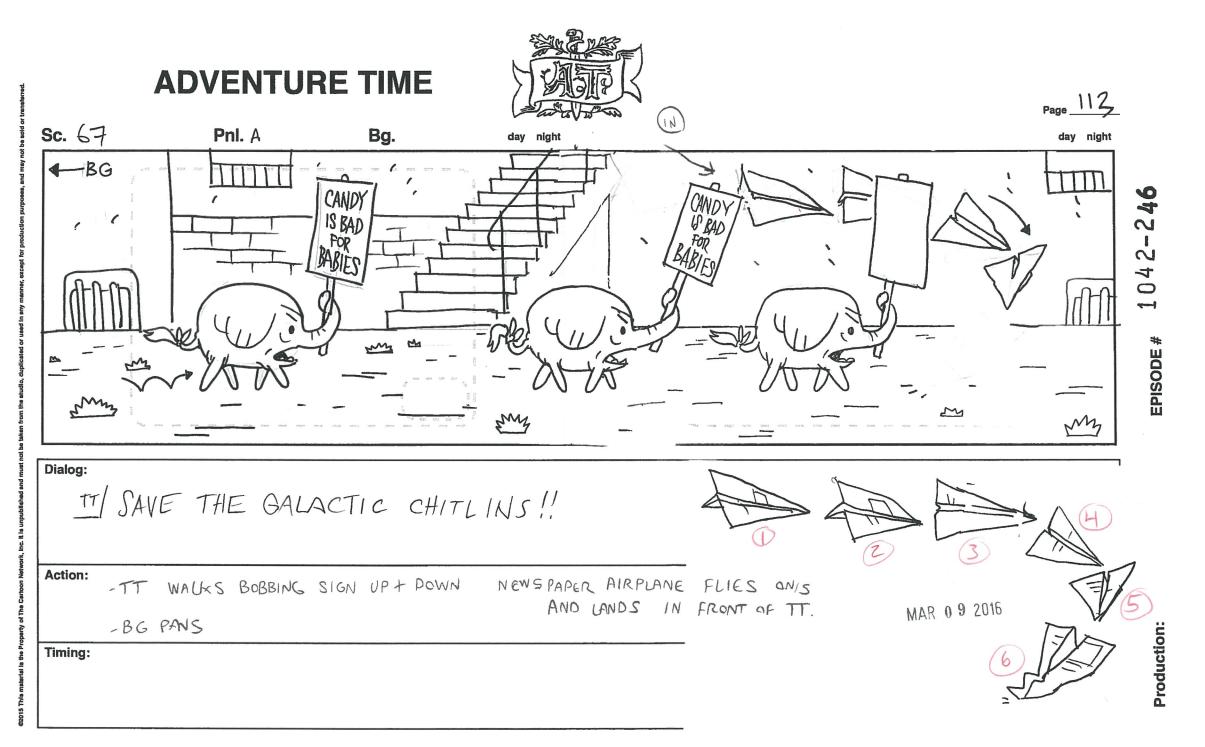
- STARCHY LOWERS NEWS PAPER.

- STARCHY TURNS TO REVEAL SUNGLASSES WERE TAPED TO THE BACK OF HIS HEAD

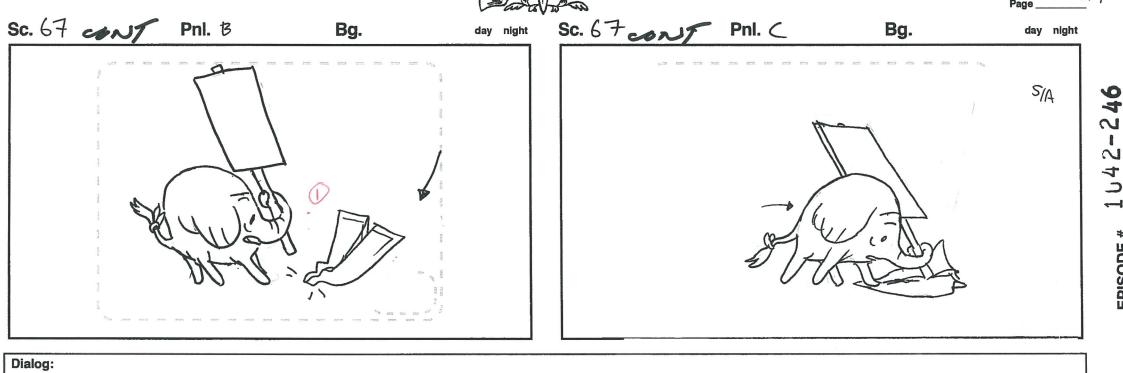
MAR 0 9 2016

Timing:

N 04







Dialog:	
Action:  - PAPER PLANE LANDS  SETTLES	-TT PUTS FOOT AND SIGN ON AIRPLANE.
Timing:	WIAR V & 2010

EPISODE #

# **ADVENTURE TIME** Sc. 67 cont Pnl. D Bg.



SIA

Sc. 68 Pnl. A Bg. day night N

Dialog: Action: -TT OPENS IT UP STARTING POSITION MAR 0 9 2016 Timing:

Production:

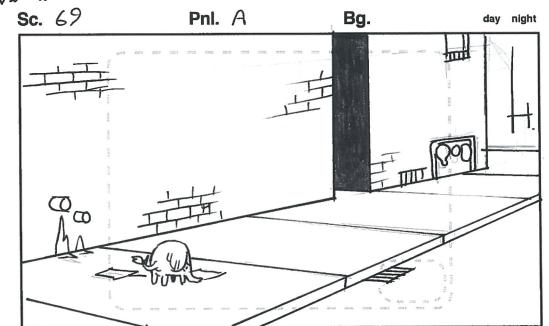
Page \_115

2-

Timing:

# Sc. 68 Pnl. B Bg.







Dialog:
TT: (READING) MEET STARCHY IN
THAT ALLEY OVER THERE?

Action:
-TT'S EYES FLICK
BACK AND FORTH

3

-TT LOOKS UP

MAR 0 9 2016

Page 116

2

2-

04

EPISODE #

0



Pnl. A Sc. 69 CONT Sc. 70 Bg. Pnl. B Bg. day night (3) 0

Dialog: Action: WALKS INTO ALLEY Timing:

B1758003\_3091

MAR 0 9 2016

- STARCHY STANDING BACK TO WALL, PAINTED LIKE BRICKS ( (RUMMILY )

Production:

EPISODE #



Sc. 70 conf Pnl. B Bg. day night

S/A

S/A

S/A

S/A

JI CACAW! CHIRPCHIRP

Action: -TT WALKS ON/S IN FOREGROUND,
MAR 0 9 2016

Timing:

Production:

2-2

04



Page 119 Sc. 70 MI Pnl. E Bg. day night SIA N 04

Sc. 70 conf Pnl. P Bg. SNAP

Dialog:

s/ CACAW!

TT/ I'LL JUST \_

Action:

- STARCHY TURNS QUICKLY TO BIRDCALL LAUDER.

- STARCHY QUICKLY TURNS BACK

TOWARDS WALL.

MAR 0 9 2016

Timing:

Production:

1200

1042 246



s/oPon't be alarmed ...-

Action:

Dialog:

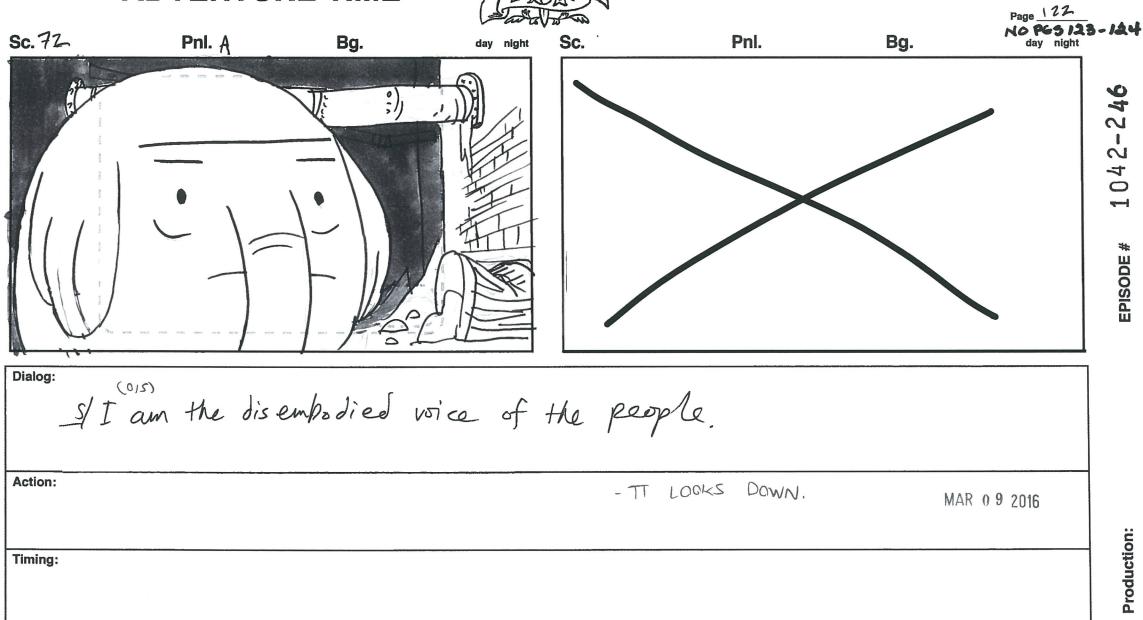
-TT WALKS ON/S

TT/ Excuse me, but -

Timing:

Production:



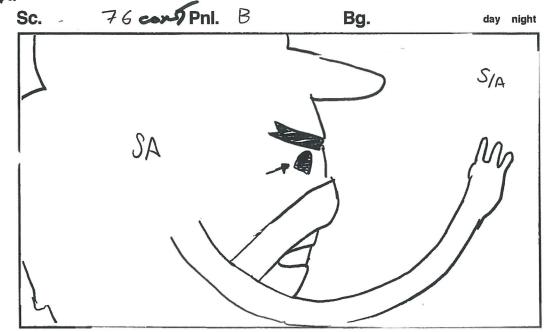




Page 125 Sc. 72 cont Pnl. B Sc. 72 const Pnl. C Bg. Bg. day night 2 2-04 Dialog: (0/5) (0/5) S/ Query: s/ And I've witnessed your fire. Action: -TT LOOKS UP. MAR 0 9 2016 Timing:



Sc. 76 Pnl. A Bg. day night



Dialog:

Solf given the opportunity

A-1

Action:

S: Would you lead a small group of resistence fighters straight into the hornet's den?

MAR n 9 2016

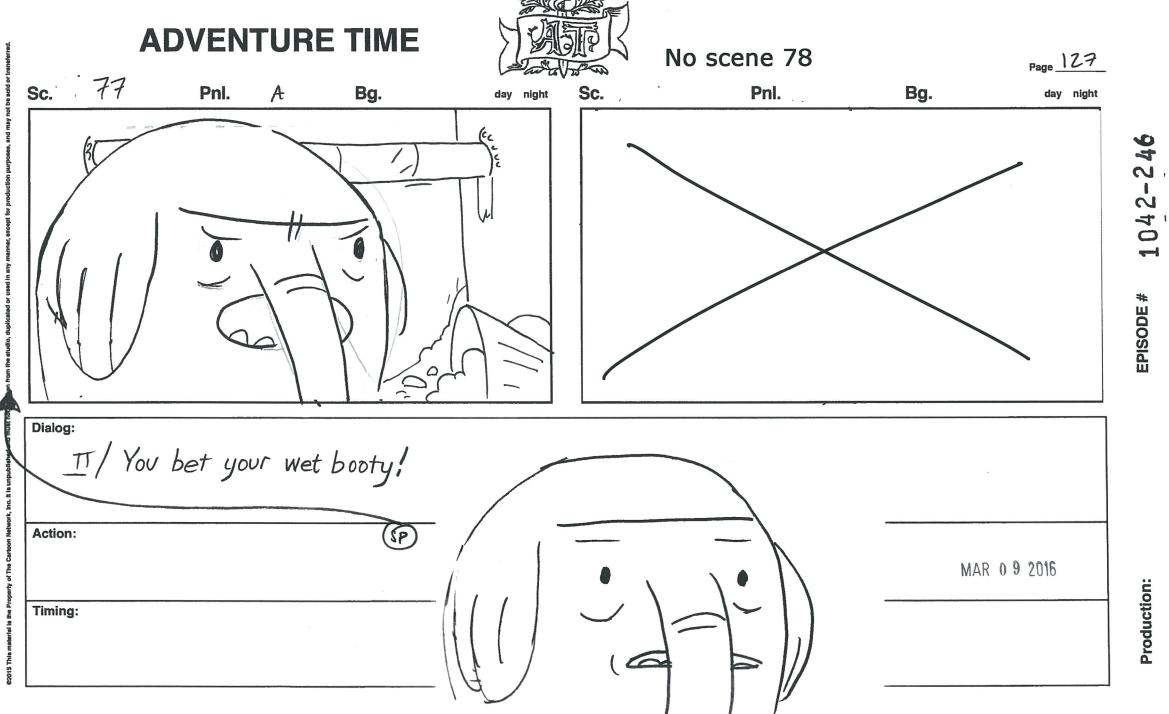
Production:

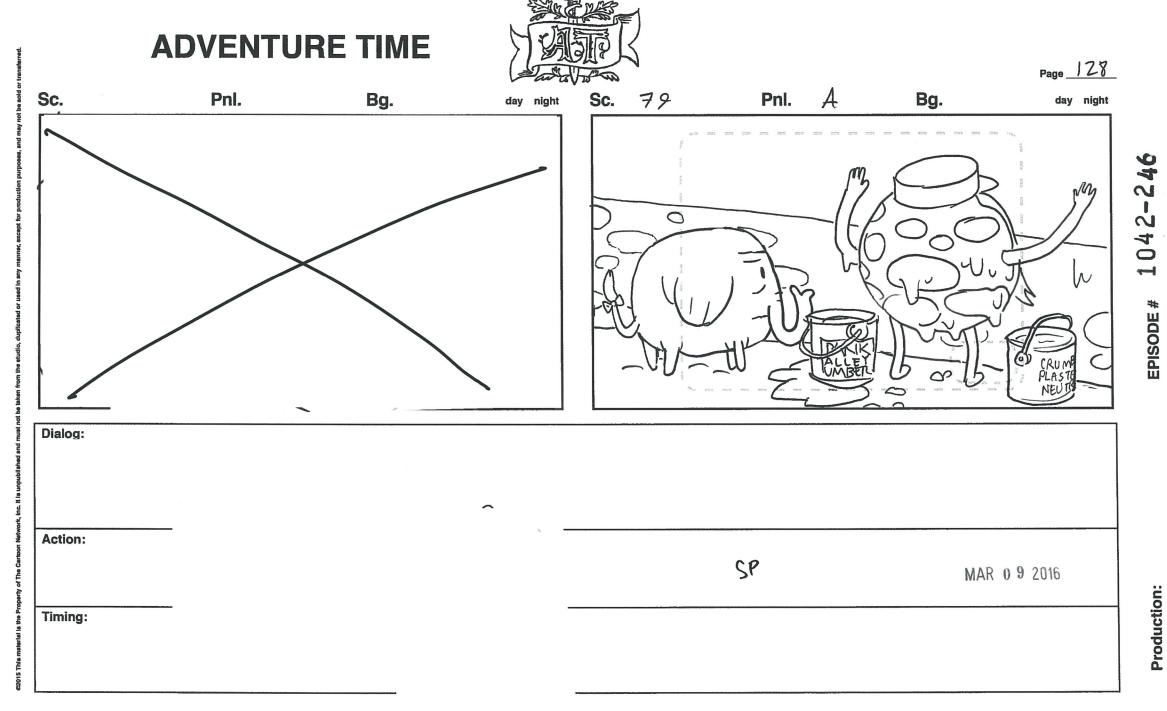
Page 12-6

246

2-

04

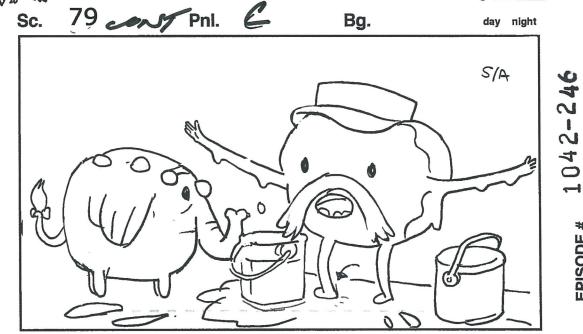






Page 129

Sc. 79 Pnl. B Bg. SIA



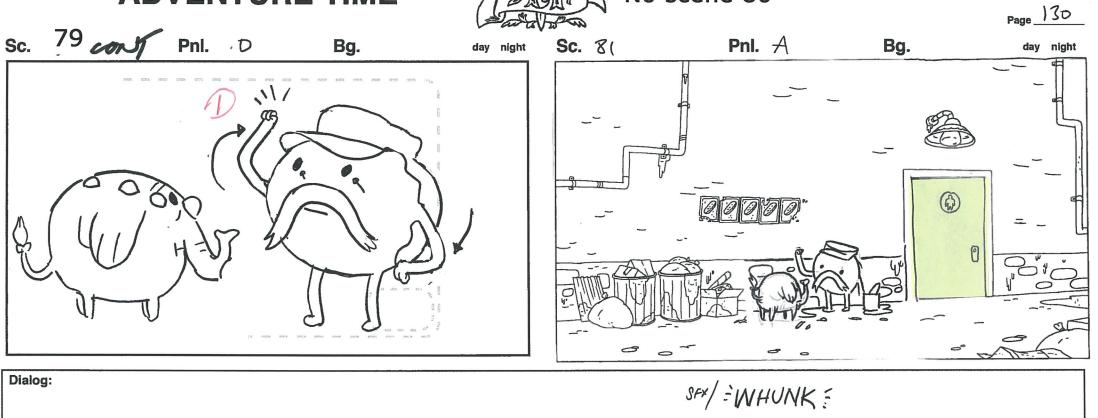
Dialog: SFX/SPLATTER It's me Starchy! - BEHOLD! Action: - STARCHY SPINS AROUND. "Ohh!" (BI) MAR 0 9 2016 Timing:

Production:

EPISODE #



No scene 80



Action: KNOCKS TWICE: (A) (B) A) (B)

MAR 0 9 2016

1042 246

Production:

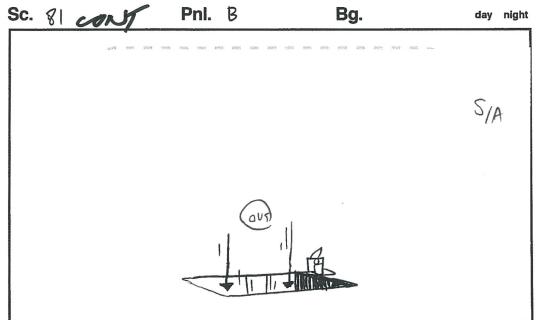
2

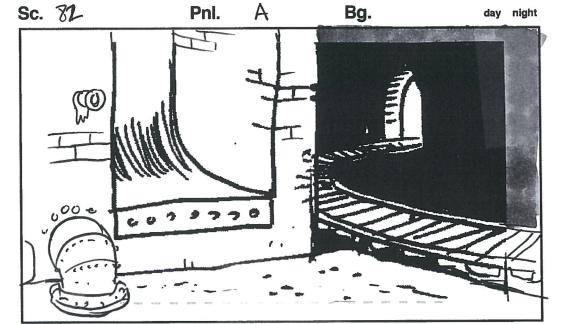
# EPISODE # 1042-24(

#### **ADVENTURE TIME**



Page 3





Dialog:

TT Ahhhhhh!!!

(descending)

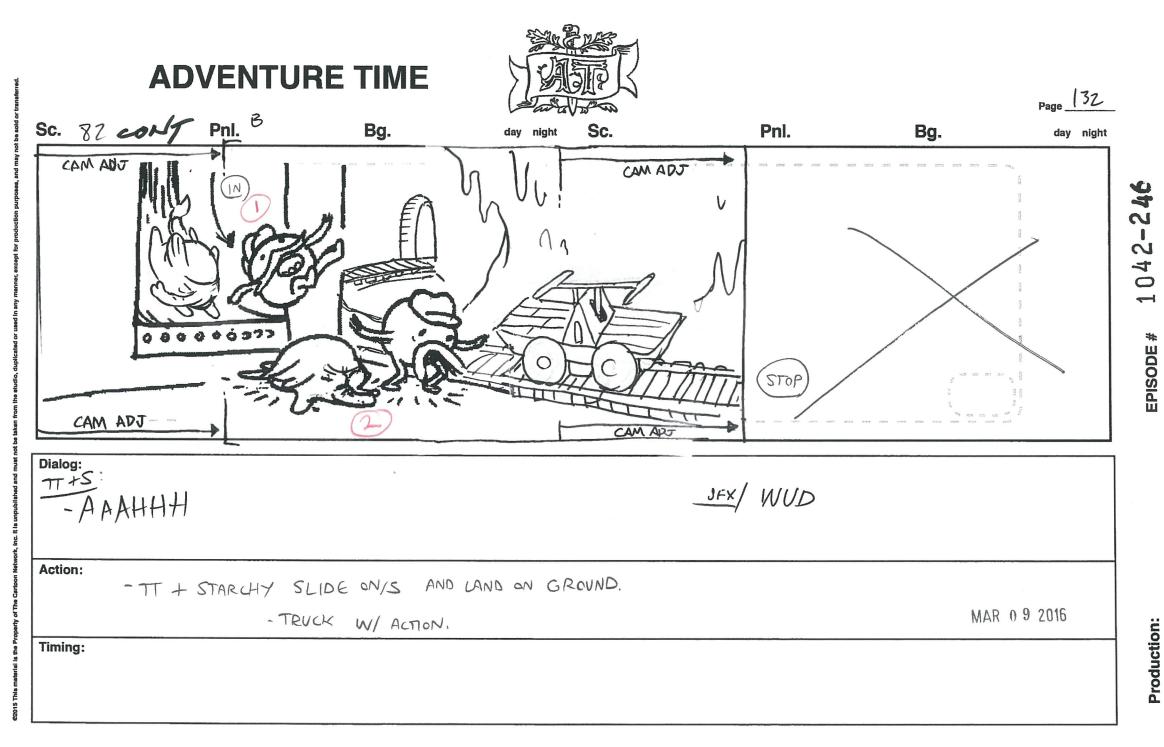
TTA: MAAAHHHHH-

Action:

THEY FALL DOWN TRAPDOOR

MAR 0 9 2016

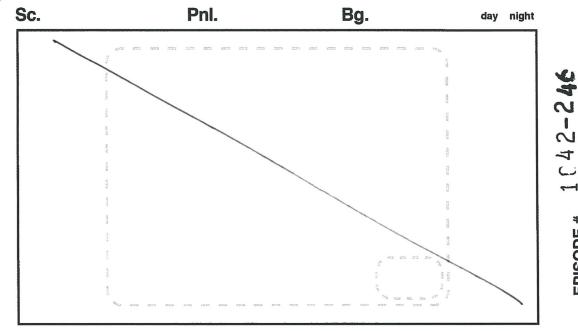
Timing:





Sc. 82-conf Pnl. C Bg. day night

S/A



Dialog:

Starchy always screams!

Action:

- STARCHY + TT STAND UP.

- STARCHY ADJUSTS HATTI

Timing:

Production:

EPISODE

Page 133



Page 134

Sc. 83 Pnl. A Bg. day night Sc. Pnl. Bg. day night

Dialog:

TT/ (SHOVTED IN) This is very elaborate!

Action:

-TT+STARCHY RIDE ONS OPERATING HANDCAR.

Timing:

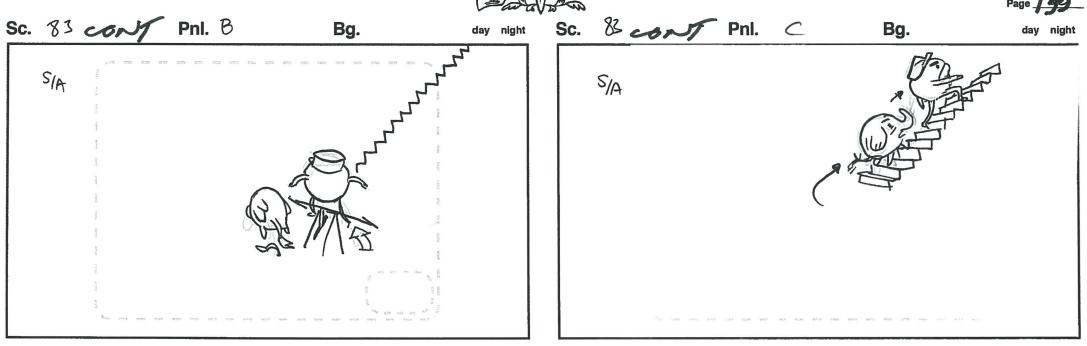
MAR 0 9 2016

Production:

04



Page /35



Dialog:		
Action: -TT+ HOP OUT OF CART	-TT + STARCHY RUN UP STAIRS.	
		MAR 0 9 2016
Timing:		

0 4



Sc. 84 Pnl. A Bg. day night Sc. 74 conf Pnl. B Bg. day night

Dialog:	
Action:  START ROJE	-STARCHY HOPS OUT OF KNOTHOLE,
Timing:	MAR 0 9 2016

1042 246

2

104

EPISODE #



Page 137 84 cont Pnl. Sc. 84 - Pnl. c Bg. Bg. day night SIA 2 04 Dialog: SFX: \* THMP. \* Action: - STARCHY RUNS RIGHT -TT + STARCHY RUN OFF/S. - IT JUMPS OUT OF KNOTHOLE. MAR 0 9 2016 Production: Timing:

Timing:

## **ADVENTURE TIME** Sc. 85 Pnl. A 85 const Pnl. Bg. Bg. 0 IN Dialog: Action: - STARTING PONCE - TT + S RUN ON/S AND INTO ALLEY. MAR 0 9 2016

Production:

Page 138

day night

N

045

EPISODE #

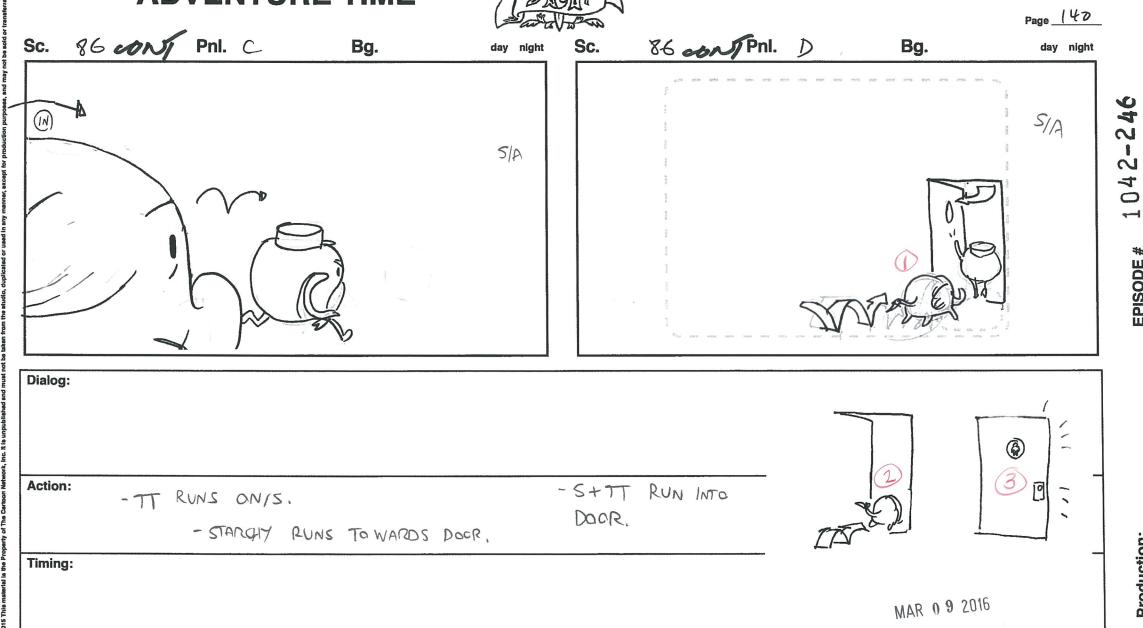
#### **ADVENTURE TIME** Page 139 86 00NJ Pnl. 86 Bg. Sc. Pnl. A Bg. day night 46 2 N 04 Dialog: B175,003\_309 ( DATIME W/ OPEN TRAPPOS R Action: 01/5 - STARLHY RUNS MAR n 9 2016 Timing:

EPISODE #

Production:

#### **ADVENTURE TIME**





	ADVENTURE	TIME			Page \\U\	
Sc. 87	Pnl. A	Bg.	day night	Sc. 87 ON Pnl. B Bg.	day night	46
A ment were never have been the	BLK	to been the ext the sees che				1042-246
The second secon	D WOUNG BRIEF OFFEN JUSTIC STAND SHEEK BRIEF STAND DE	\$ 100 March Acade	,		OOS PORONTO	EPISODE #
Dialog:		37.77.9.40		SFX: * CLICK &  MAR 0 9 2016 - S TURNS		
Action:				- STARCHY FUPS SMTCH	3	
Timing:		,		APPROACHES		Production:



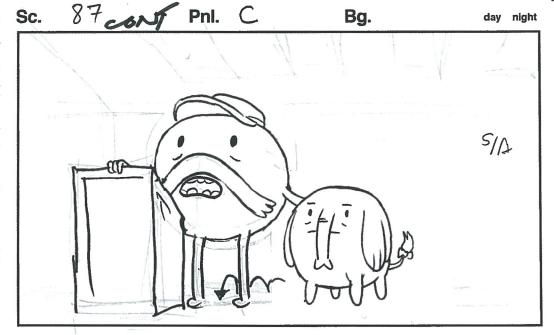
Page 142

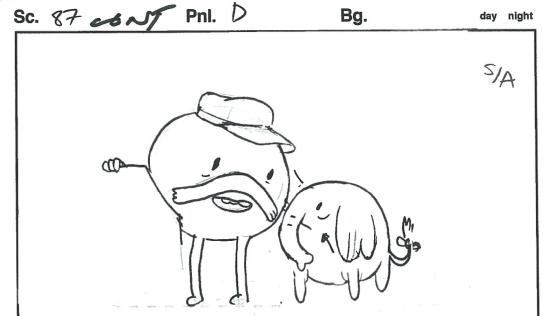
N

N

04

**EPISODE**#





Dialog:

S/Hello everyone!

Me have a new member with us here tonight— @

Action:

- STARCHY LEADS TT

INTO FORE GROUND

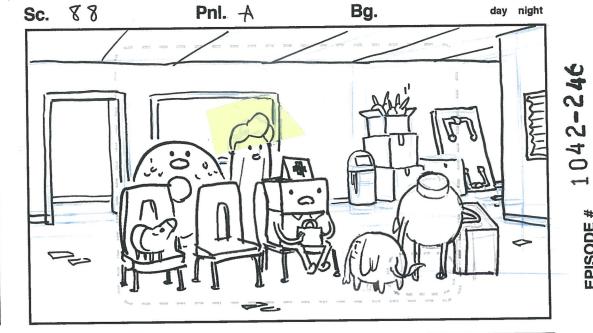
and then back

MAR 0 9 2016

Timing:



87 car Pnl. E Bg. Sc. S/A



Dialog:			VERITAS BRIGADE	
S :	Please	welcome - Traintracks!	VERITAS BRIGADE / Welcome, Traintracks!	
	1 1000 0	World to	, , , , , , , , , , , , , , , , , , , ,	
		(EI)		
			Taranga and Tarang	A STATE OF THE STA
Action:		(-, -)		
		- TT WAVES ( ) [ ( ) )		
		- TT WAVES ( F( ! b))		MAR 0 9 2016
				MULITO
Timing:		- 4 W AUST		
i minig.				
		00,0		

**Production:** 

Timing:

#### **ADVENTURE TIME**



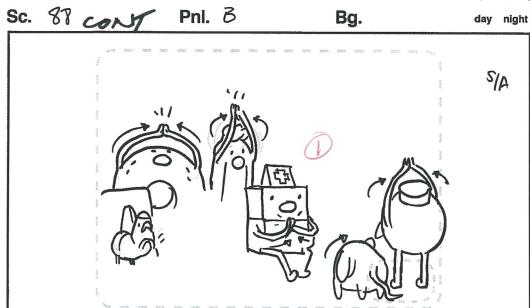
Page 144

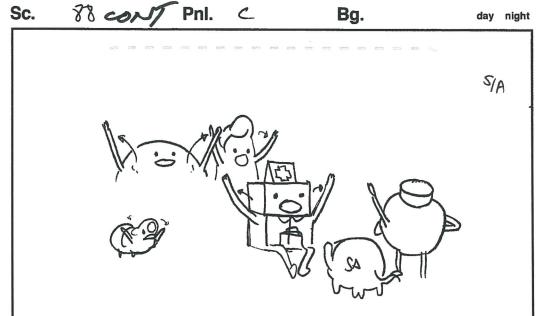
246

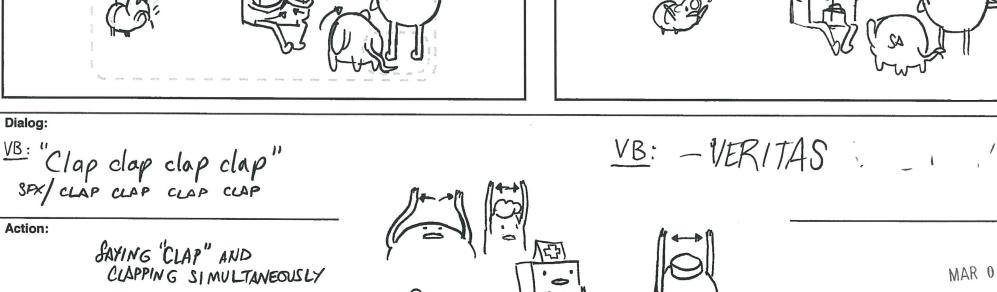
2

04

**EPISODE**#





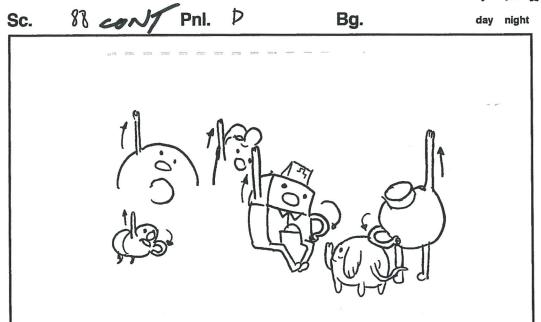


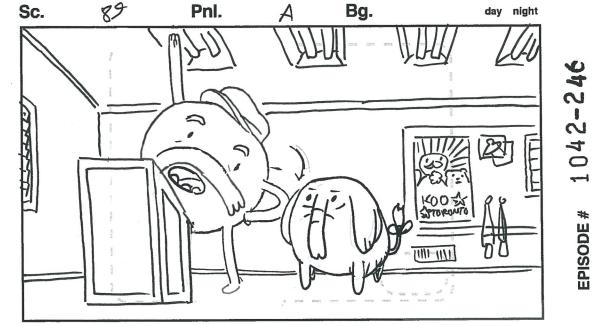
B POSITIONS

MAR 0 9 2016



Page 145





Dialog:

-BRIGADE!

STAROHY It's a lowercase b! We're trying it out!

Action:

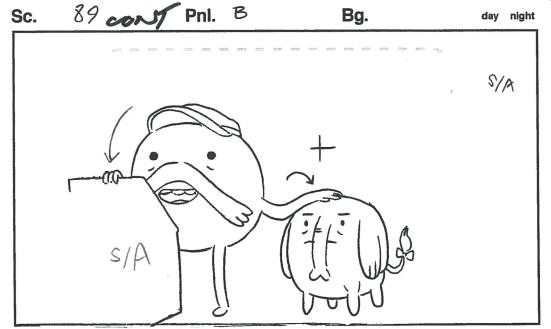
MAR 0 9 2016

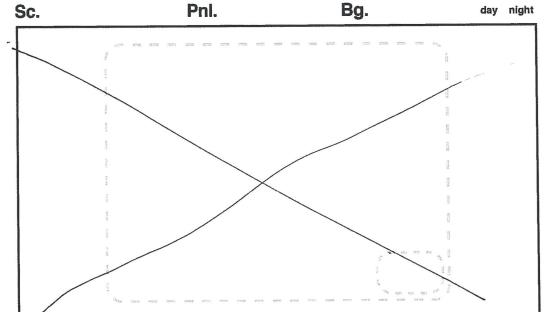


EPISODE #

Timing:



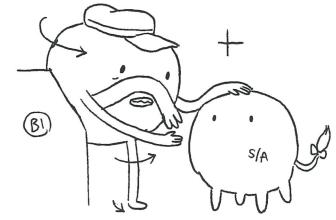




S/ Traintracks has her own incredible story to tell, so let's let her TAL-Dialog:

Action:

Timing:



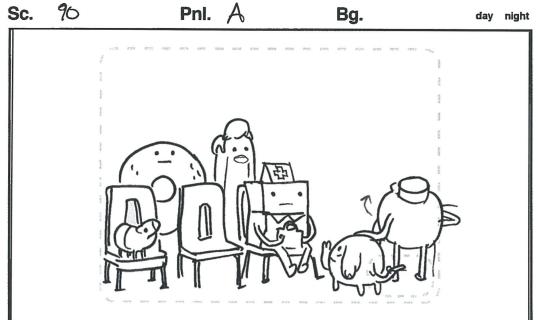
MAR 0 9 2016

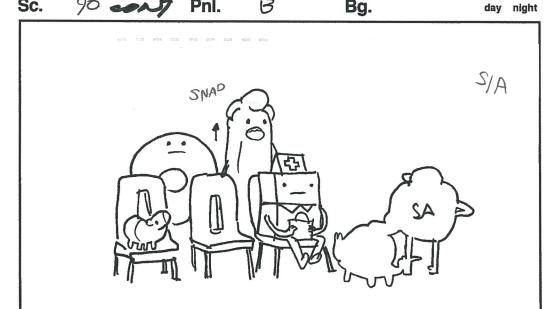
Production:

042-246



90 con Pnl. Bg.





Dialog: BANANA GUARD :/Hi Traintracks,

I'm a conduit for an alien entity known as Booshy!

Action:

STARTING POSITION

MAR 0 9 2016

Page 147

Timing:

Production:

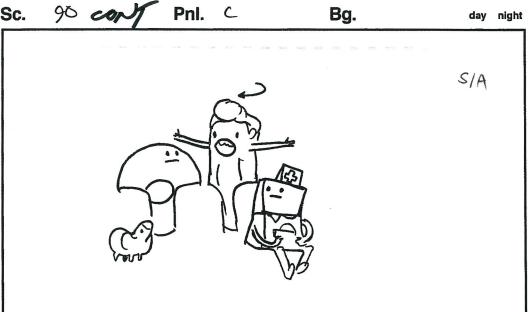
1042-246

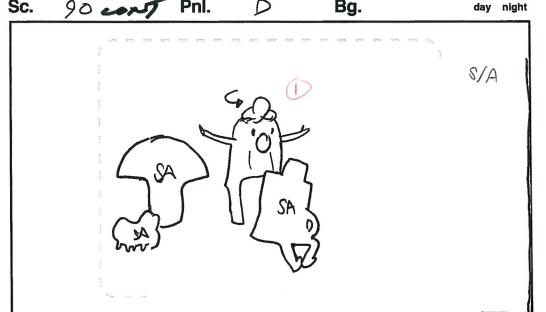
### 04 N 4

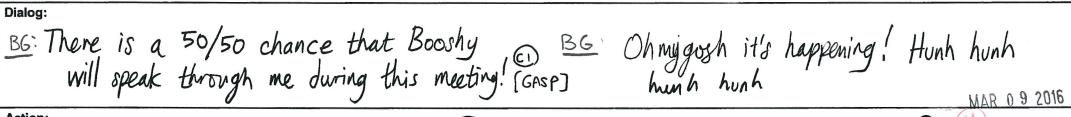
#### **ADVENTURE TIME**



90 con Pnl. Bg.

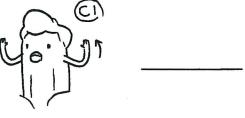






Action:

Timing:









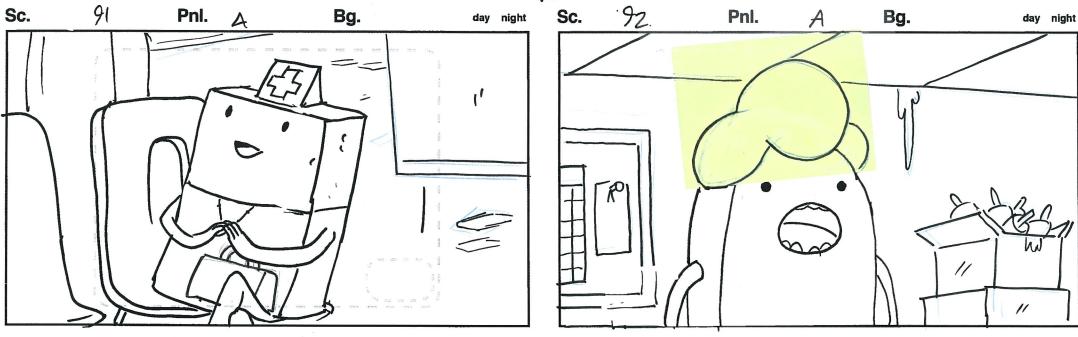


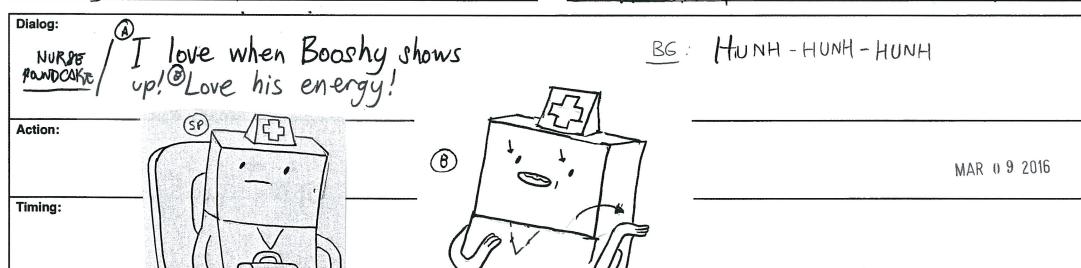
Production:

2 04

246







Production:

1042 246

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2-2

04

# 1042 246

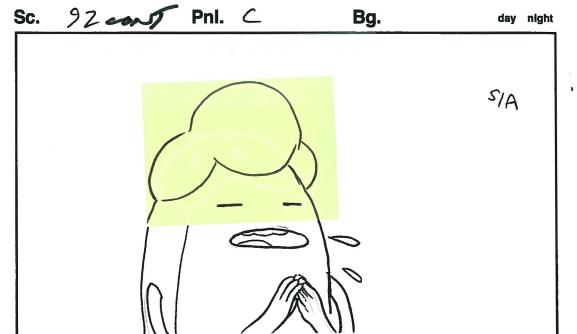
04

EPISODE #

#### **ADVENTURE TIME**



Sc. 92 conf Pnl. B Bg. day night



Dialog:	FUH FUH FUH FUH FUH	BG: It's Booshy! Hello!	
Action:	PO SCYCLE	- BG CLOSES HIS EYES	MAR 0 9 2016
Timing:			

Page \_ /50\_

## **ADVENTURE TIME** 93 Bg. Pnl. A Bg. Pnl. Sc. day night

VERITAS : Welcome Booshy! BRIGADE: Welcome Booshy!		
Action:	- STARTING ROSE	MAR 0 9 2016
Timing:		

Production:

Page \_ (5/

day night

46 2

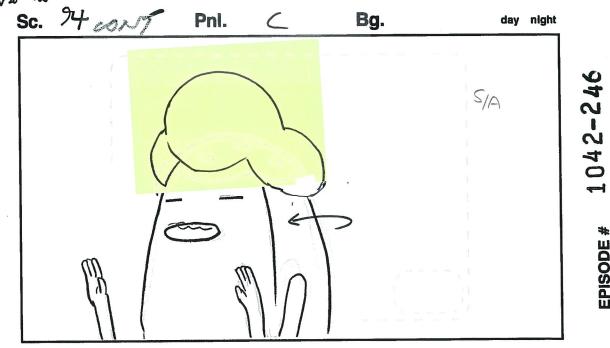
042-

<b>ADV</b>	EN	TUF	RET	IME
UP A				



Page 15Z

B Bg. Sc. SIA



Dialoa:								
86 - On	my	planet,	we	speak	in	colors	instead	of words!

Act

MAR 0 9 2016

Timing:

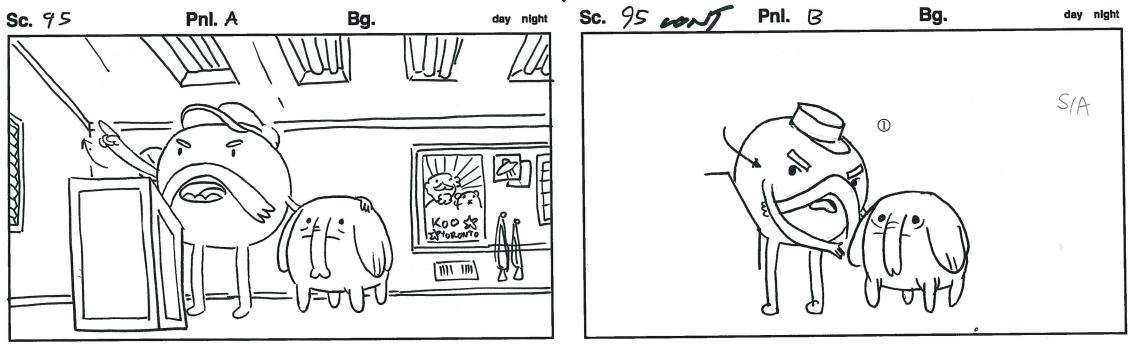
Production:

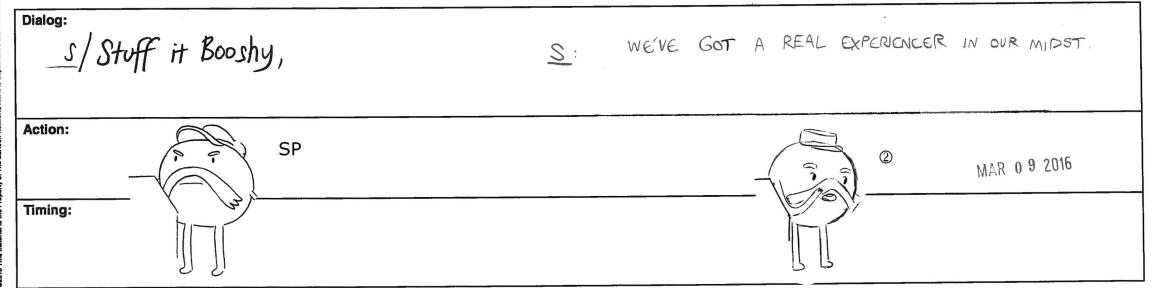


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46

042





042 246

## 1042

2

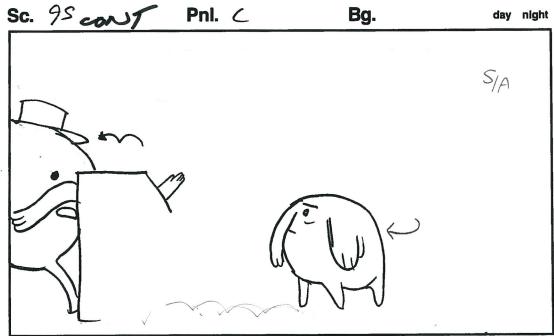
04

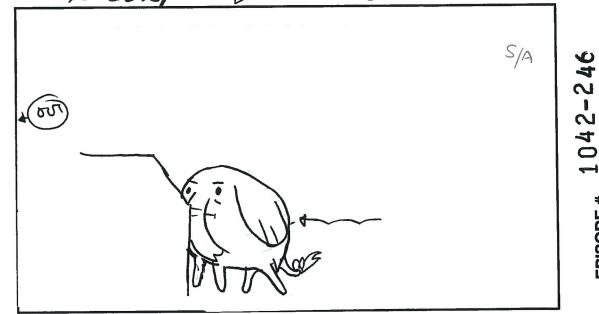
EPISODE #

#### **ADVENTURE TIME**



Page 154 95 CONT POIL D Bg. day night S/A SIA





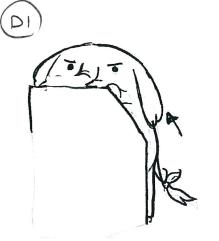
Dialog: Si Please, Traintracks\_

5: - Set our minds ablaze.

Action: -S. WALKS BACKWARDS OFF/S. - TT STANDS UP NEXT TO LECTERN

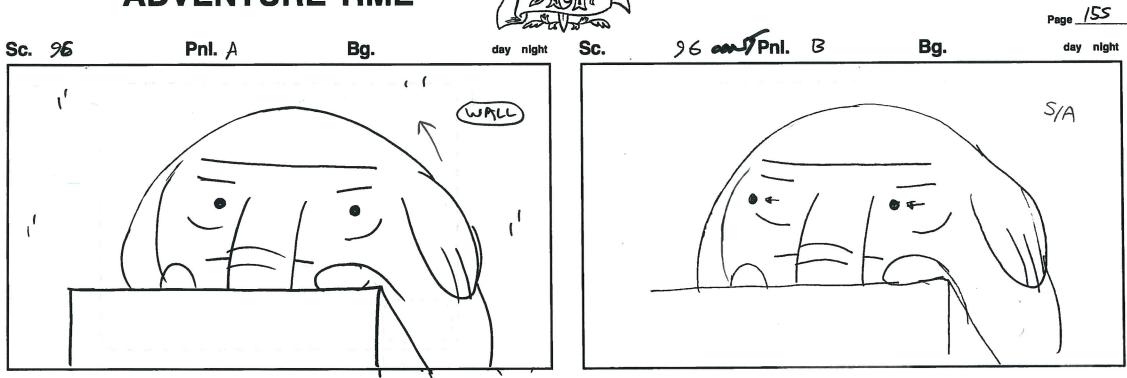
Timing:

MAR U 9 2016



#### **ADVENTURE TIME** Pnl. A Bg. day night





Dialog: 015 Action: -TT LOOKS LEFT. MAR 0 9 2016 Tim

Production:

1042-246



Sc. 97 Pnl. A Bg. day night Sc. 98 Pnl. A Bg. day night

BG(BOOSH7)[Clicking noises w/ tongue]

BG/[Click click click click click]

Action:

CYCLES 52 65

MAR 0 9 2016

1042 246

Production:

156

CAM

Sc. 98 ....

START)

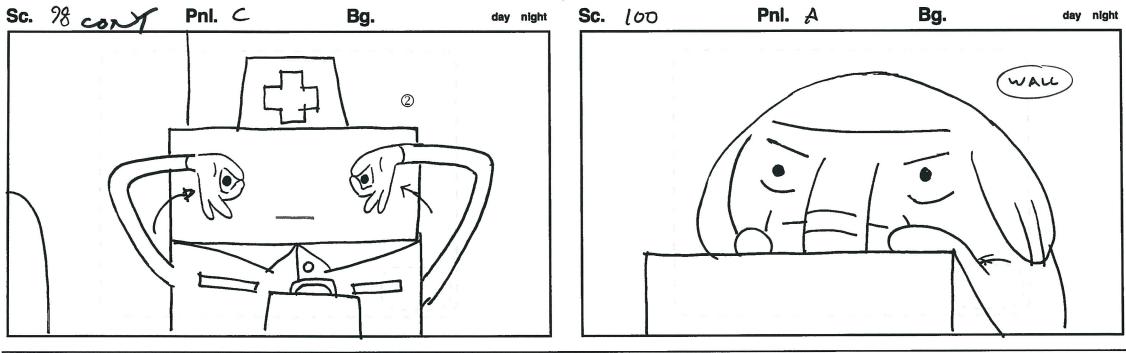
246

Timing:

1042 246

Page 157

day night



BG: [CUCK-CLICK - CLICK] [beat]

Action: - NP LIFTS HANDS TO FACE IN 'GOGGLES' POSC

MAR # 9 2016

Production:

1042-246





Dialog:		
TI Do y'all have any GUNS	s/ No.	
ALT: Do y'all have any WEAPONS		
Action:		
		MAR 0 9 2016

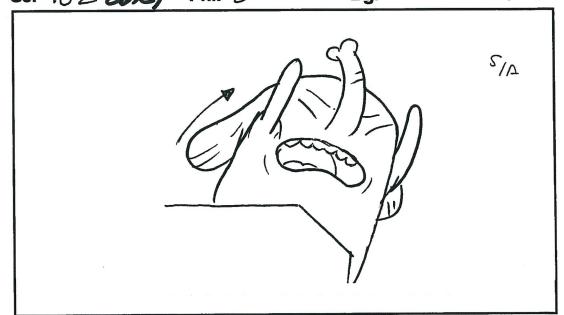
Timing:

Production:

Page 159



Page 1-60 Sc. 102 conf Pnl. B Pnl. A Bg. Sc. 102 day night Bg.  $S_{\Lambda}$ 



Dialog: TT/ RUUU -**Action:** - TP ANTICS BACK SP. MAR 0 9 2016 Timing:

Production:

1042-246

1042 246

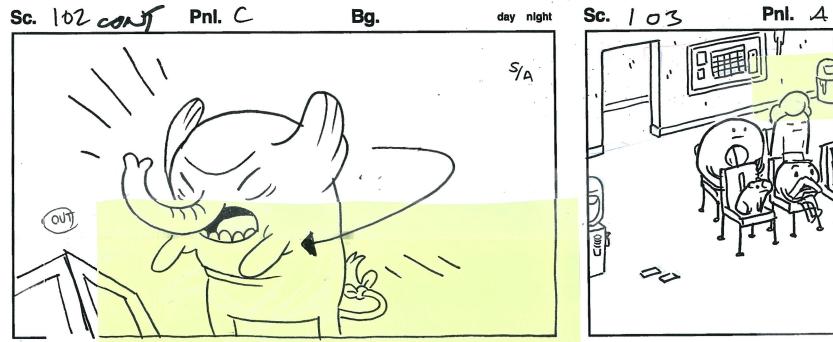


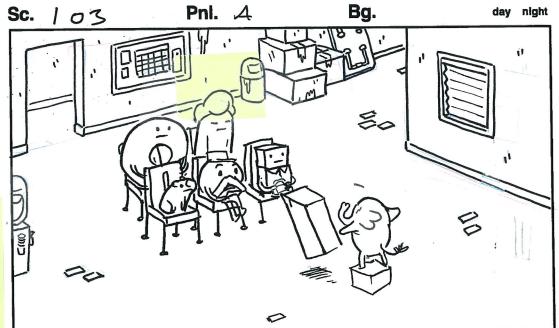
Page \_ | 6|

1042-246

(CO)

1045

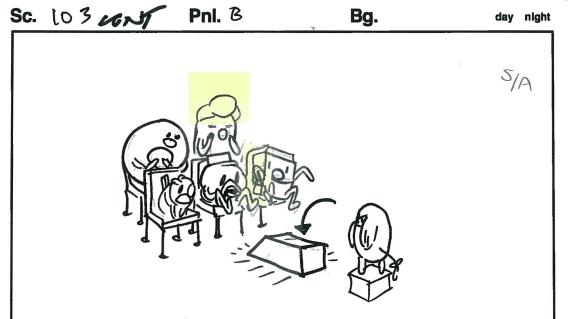


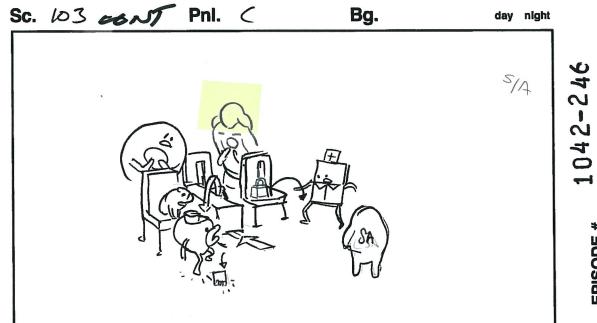


Dialog:	4 <i>HH</i> !!	SFX: * W	HAMM/! *	
Action:	-TT KNOCKS OVER	LECTERN.		MAR 0 9 2000
Timing:				



Page 62

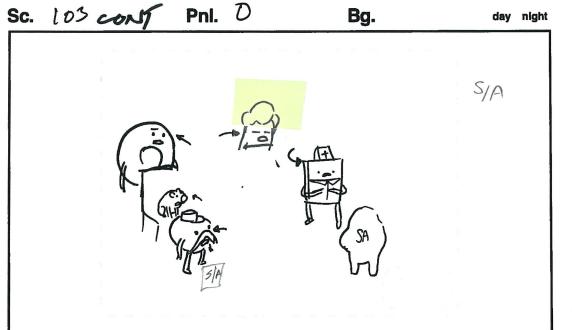




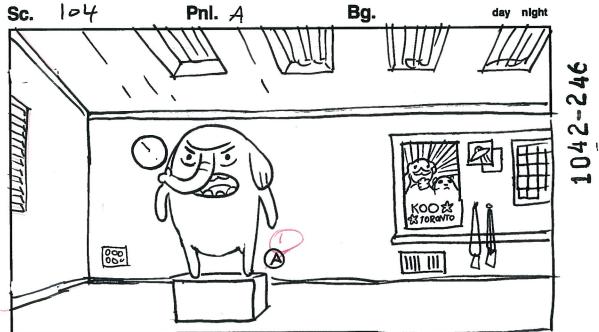
Dialog:	SFX: * THUMP *	SFX: * SHFFF * MAR 0 9 2016
Action: -LECTERN LANDS	- SLIDES FORWARD -	- PUSHES STARCHY'S CHAIR BACKWARDS  STARCHY + NURSE POWNOCAKE JUMP OUT  - NURSE P.C. LEAVES HER PURSE ON THESEAT—
Timing:		- NOWSE I'L' LEHVES HEK FORSE ON THESELT



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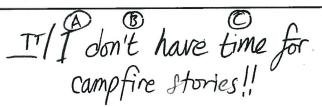
2 4 6



Action:

EVERY TURNS TO FACE TT

Timing:



MAR 0 9 2016

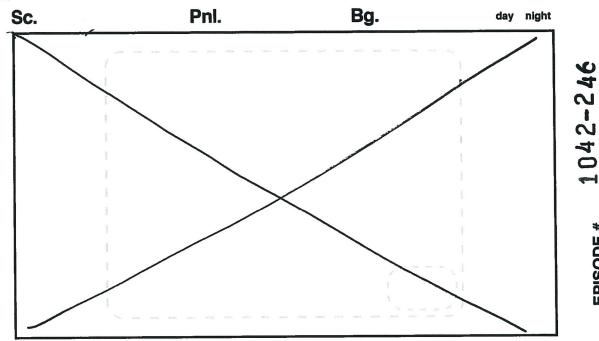


EPISODE #

#### **ADVENTURE TIME**



Sc. 104 cons Pnl. B Bg. SIA



Dialog: I'M A MOTHER OF SIX! MAR 0 9 2016 Action: Timing:

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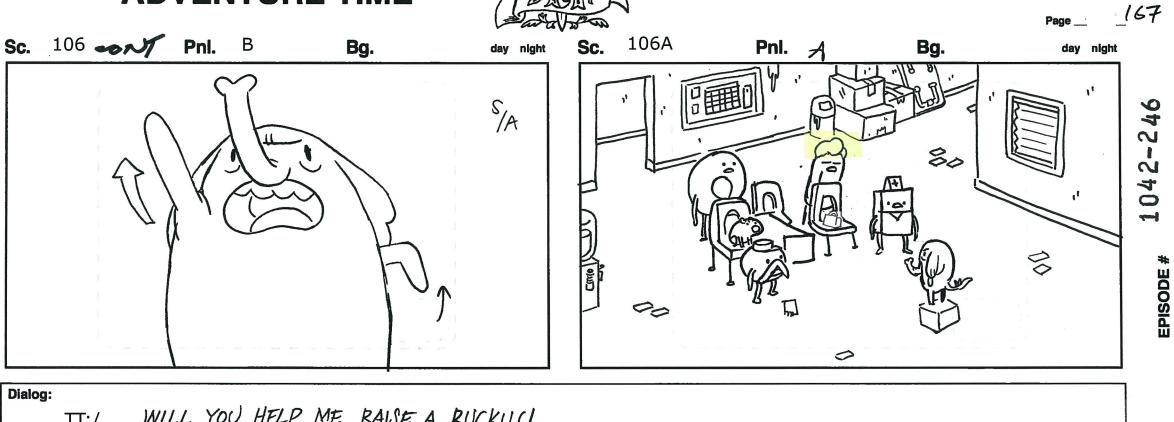
ADVENTURE TIME  Broken U6HT Floring Nemesus		Page 165	-
Sc. 105 Pnl. A Bg. day night  Broken U6	STOP		EPISODE # 1042-246
And they're in trouble because Princess Bubblegum's probing them!			
Action:		MAR 9 3016	
Timing:			Production:

1042 246

1042

#### **ADVENTURE TIME**

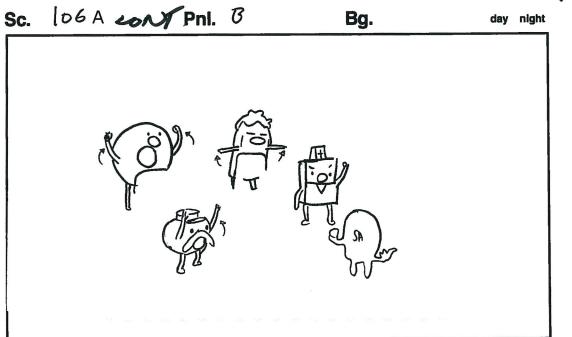


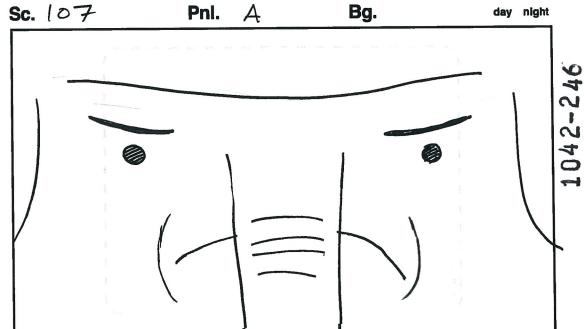


Dialog:	WILL YOU HELP ME RAISE A RUCKUS!	
Action:	MAR 0 9 2016	
Timing:		



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Dialog: VB: OF COURSE WE WILL! Action: - CROWD RAISE THEIR HANDS IN UNITY MAR 0 9 2016 Timing:

Production:

EPISODE #

1042

day night



Sc. Pnl. Bg. day night

Sc. 167 conf Pnl. B Bg. day night

Dialog:

Il Let's ... stink it up.

ALT: LET'S DO A DEED.

Action:

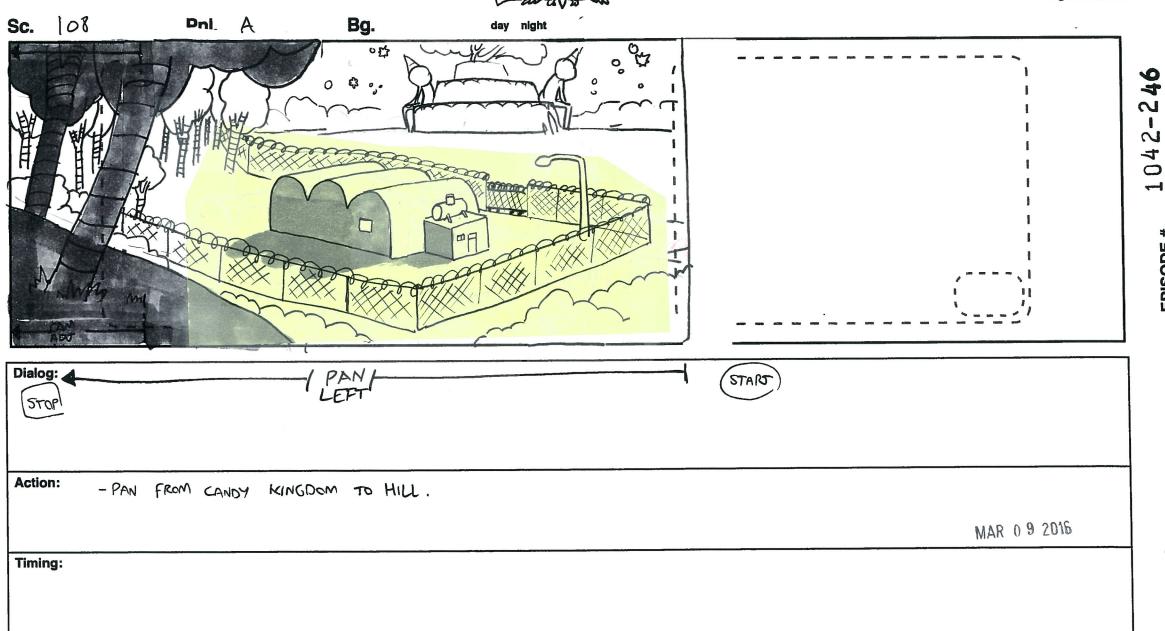
MAR 0 9 2016

Timing:

Production:



Page 170



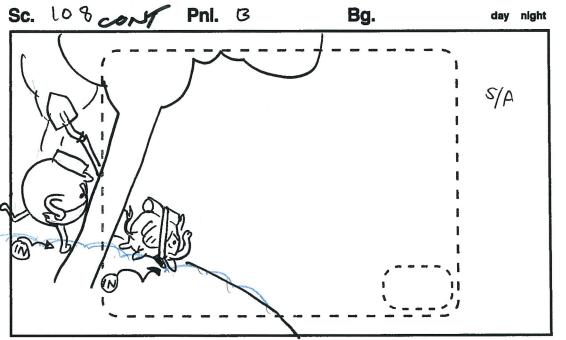
1042 246

Production:

CV



Page 171



108 con Pnl. C Bg. day night (00

Dialog: SFX/\* Rustling \*

**Action:** -TT RUNS ON/S W/ FIRE EXTINGUISHER ON BACK.

- VERITAS BRIGADE RUNS IN

-TT DISUPPEARS EVER HILL

MAR 0 9 2016

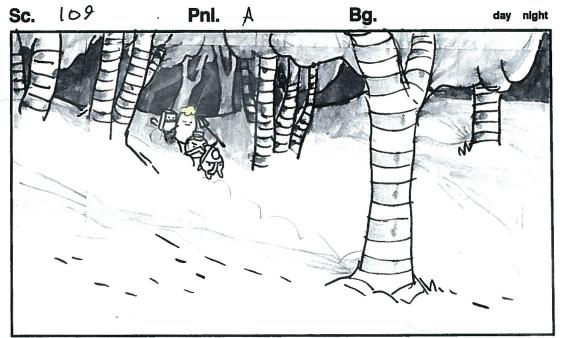
Timing:

Production:

1042-



Page 172



Sc. 109 Pnl. B Bg. day night

Dialog:

Action:

- VB RUNS DOWN HILL,

Timing:

Production:

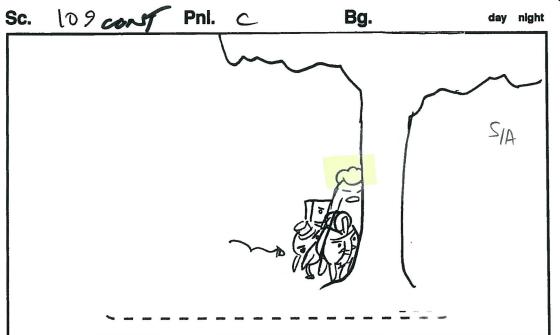
1042-

1042 246

MAR 0 9 2016



Page 173



Dialog:

MAR 0 9 2016

Action:

- BEAT AS THEY HIDE BEHIND TREE

- VB RUNS RIGHT ©

Timing:



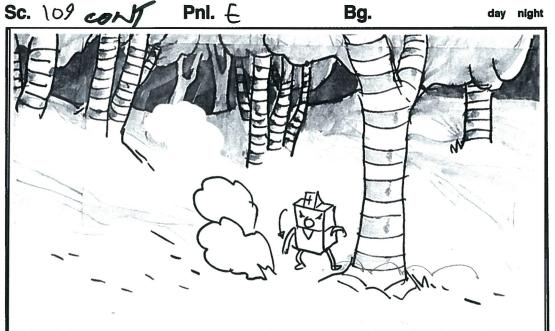
Page 174

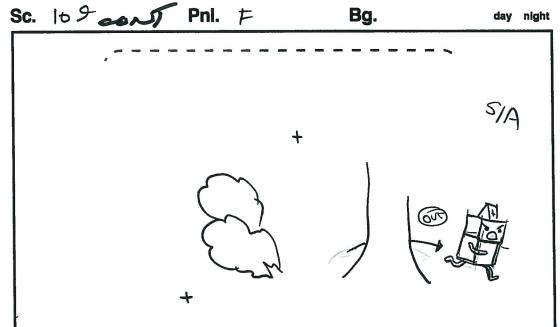
246

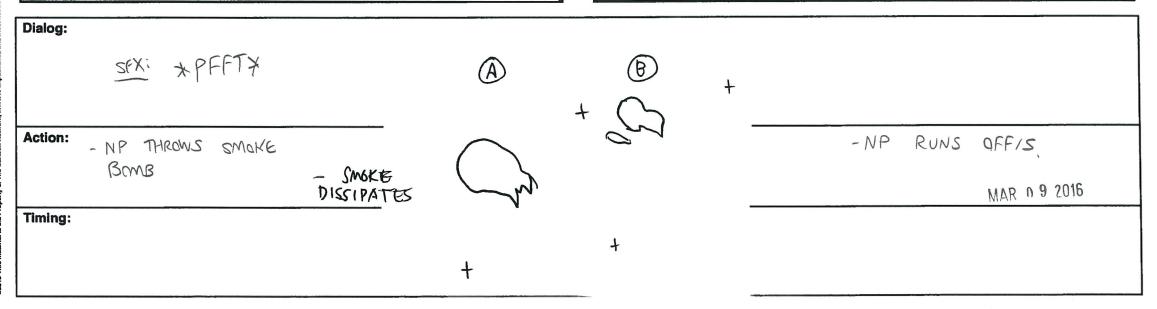
042-

(0)

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## 1042-246

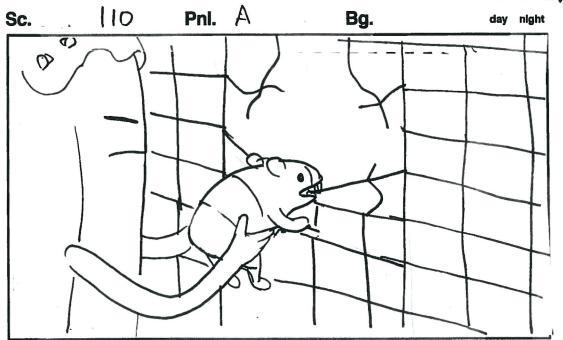
EPISODE #

9

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#### **ADVENTURE TIME**



Sc. 110 Pnl. B Bg. day night

Action:

- Science Bites Through Fence

MAR 0 9 2016

Timing:

Production:

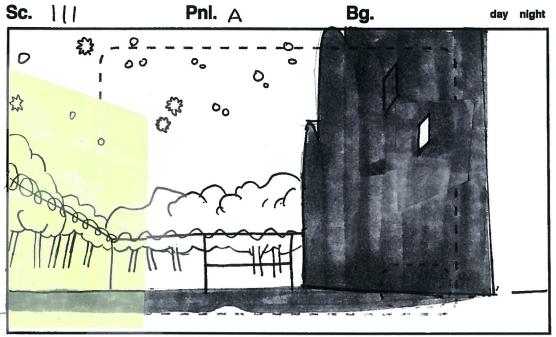
1042 246

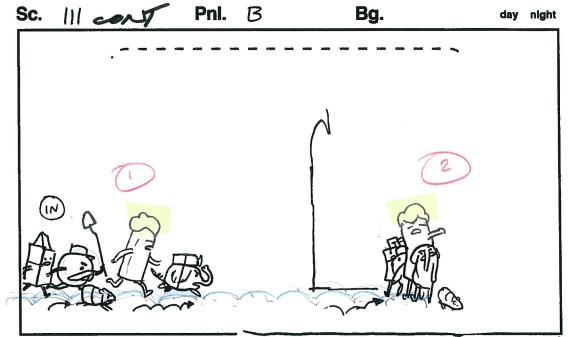


Page 176

246

2-





Dialog:				
Action:				
	VIP	Dunt UB	101117	
	- VD	KUN UP	AGAINST WALL	
				MAR 0 9 2016
Timing:				

### **ADVENTURE TIME** 113 Pnl. A 112 Bg. Sc. Pnl. A Sc. Bg. day night



1042 246

Production:

day night

042



Page 178 Sc. 113 cont Pnl. B Sc. 1/3 - 1/5 Pnl. C Bg. Bg. day night S/A

-TT PUSTIES WINDOW OPEN. -TT PUSHES HEAD AGAINST WINDOW MAR 0 9 2016 Timing:

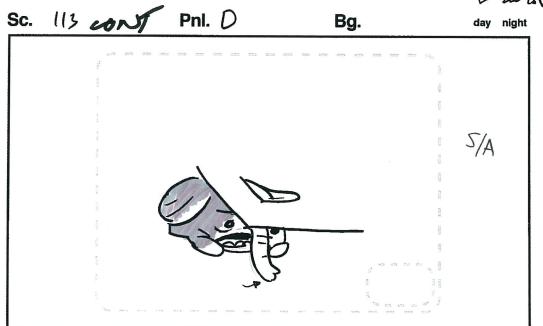
1042 246

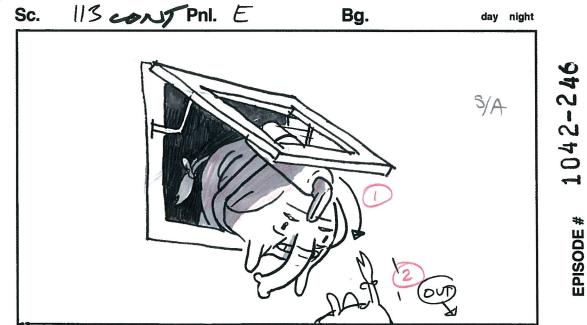
Production:

1042-



Page 179





Dialog:  TT/What in the	
Action: -TT LOOKS DOWN AND GASPS	-TT JUMPS DOWN AND OFF/S.  MAR 0 9 2016
Timing:	

1042 246



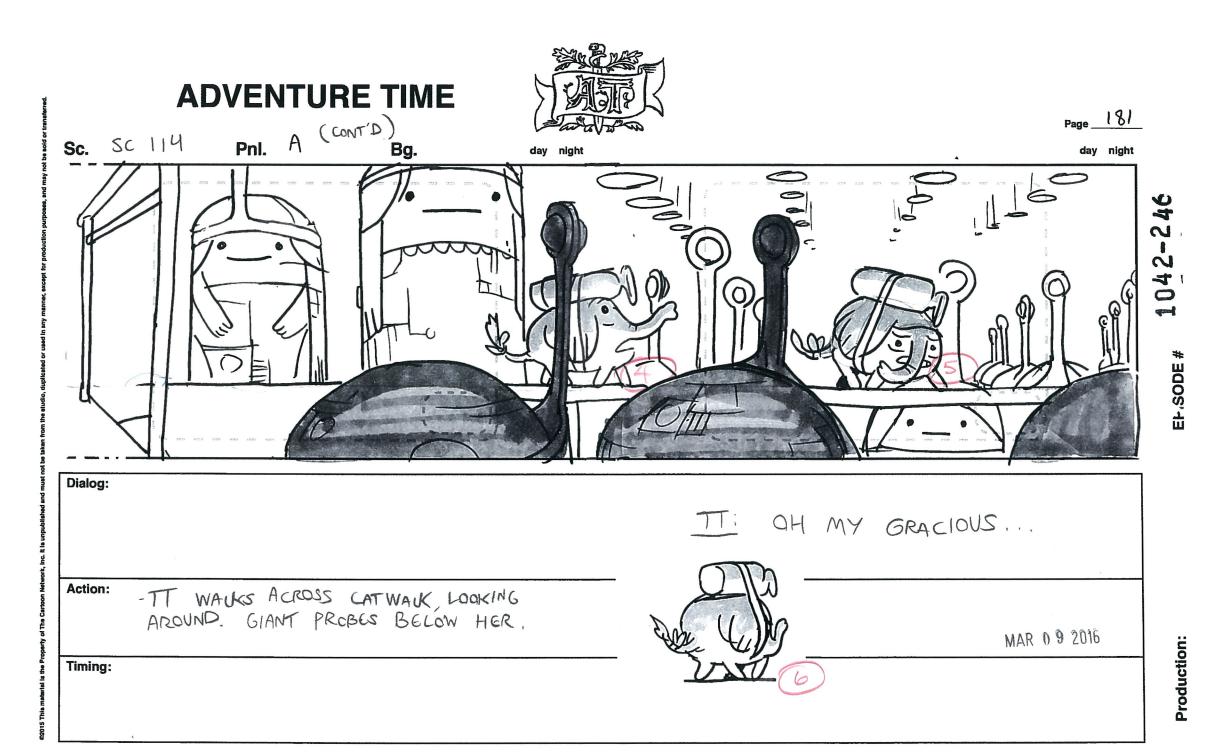
Page 10



Dialog: SFX: \* CREEPY MUSIC \* Action: -TT WALKS PAST ROWS OF PROBES. PROBES GET BIGGER AS TT GOES FATCHER. -PAN W/ TT. MAR 0 9 2016 Timing:

Production:

EPISODE #





Sc. | 1/5 Pnl. A Bg. day night Sc. (15 Pnl. B Bg. day night S/A

Dialog:
---------

IT A full-scale galactic invasion?

Action:

-TT WALKS ONIS.

- TT TURNS DOWN CAT WALK,

MAR 0 9 2016

Timing:

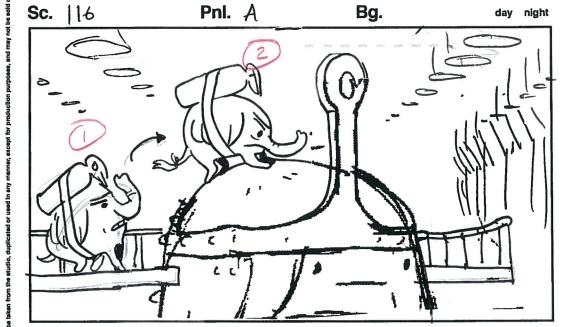
Productic

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Page 183



Sc. 116 2011 Pnl. B Bg. day night

Dialog:

SFX/BONNNNNGG!

TT/ Well let's see how well you fly WITHOUT YOUR THING!

Action:

TT CLIMBS ONTO LARGE PROBE

MAR 0 9 2016

Timing:

Production:

EPISODE

**EPISODE** 

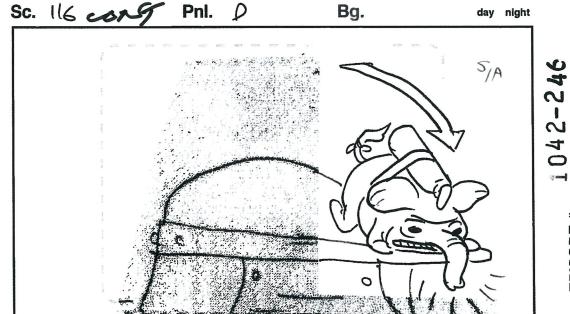
Production:

### **ADVENTURE TIME**



Page 184





Dialog:

T / HNNGGHHGRR

SFX/Metal groaning

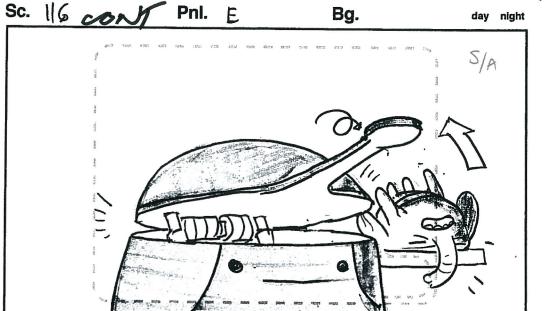
Action:

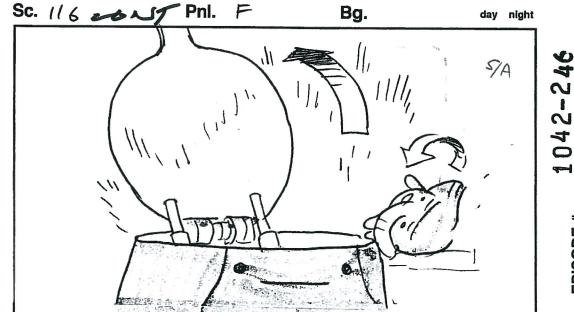
- T PUSHES 'CROWN-LEVER'

MAR 0 9 2016



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Dialog:

SFX: \* SKSHH-4

Action:

Timing:

- TT ROLLS OFF, LANDS ON PLATFORM
- TOP OF ROCKET BEGINS TO LIFT

- IT ROUS OVER

- TOP UPTS UP COMPLETELY

MAR 0 9 2016

Production:

EPISODE #



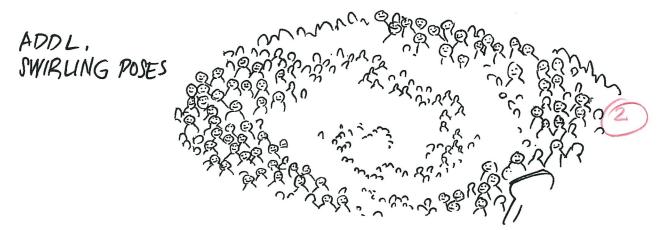
**ADVENTURE TIME** Page 126 Sc. 16 cm/ Pnl. 6 117 Bg. Bg. Pnl. A Sc. SID Dialog: IT: OH GOOD NIGHT!! MAR 09 2016 Action: -LID FUPS BACK -TT LOOKS INTO PROBE Timing: SFX/CHURNING, maybe high little gummi voices \*

9

2

1042

Sc.117 (REF. POSES)



LOOKS BACK FORTH

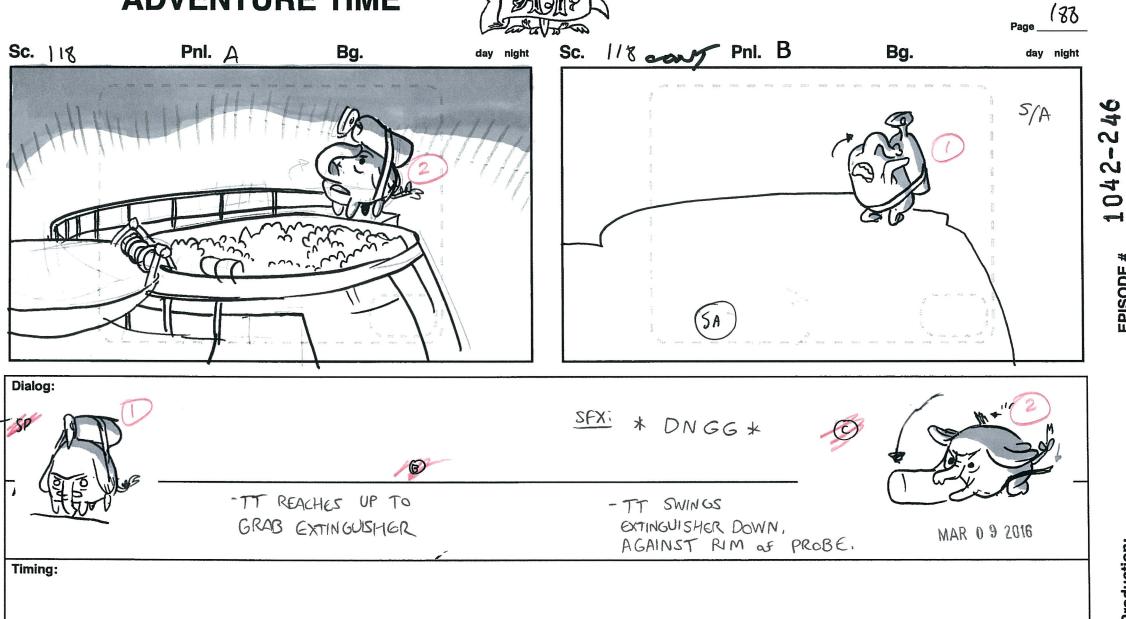


MAR 0 9 2016

EPISODE

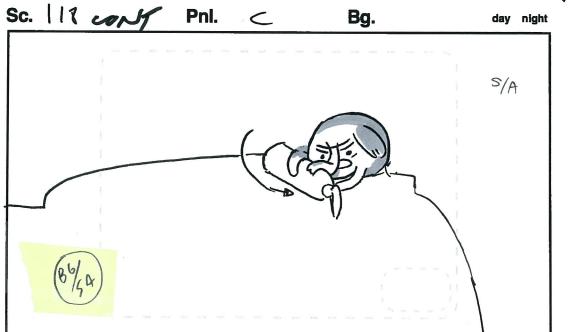


### **ADVENTURE TIME**





Page 189 Sc. 119 Pnl. ABg. day night day night S/A



Dialog: TT/You're the devils hot little helpers \_ T- COME GET EXTINGUISHED!

**Action:** 

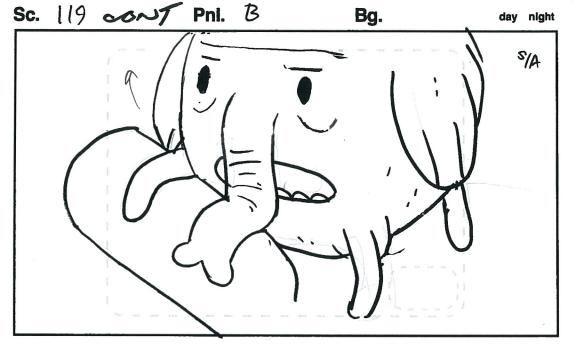
-TT REPOSITIONS EXTINGUISHER.

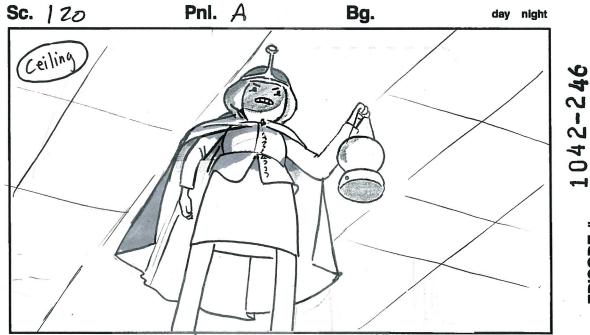
MAR 0 9 2016

Timing:



46





Dialog: PB(O/s) WHAT THE FUNGE, TREETRUCKS!

Action:

Timing:

-TT LOOKS UP AT OFF/S PB.

- PB HOLDS Lantern

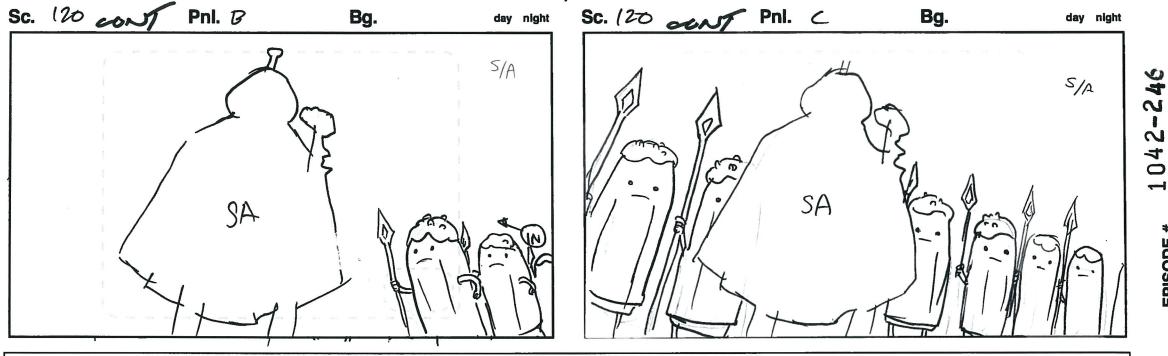
-PB LOOKING BACK AND FORTH THEN RETURN



Production:



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Dialog:

SFX: \*\* RUNNING \*\*

Action:

- BANANAGUARDS RUN IN AND LINE UP BEHIND PB.

MAR 0 9 2016

Timing:

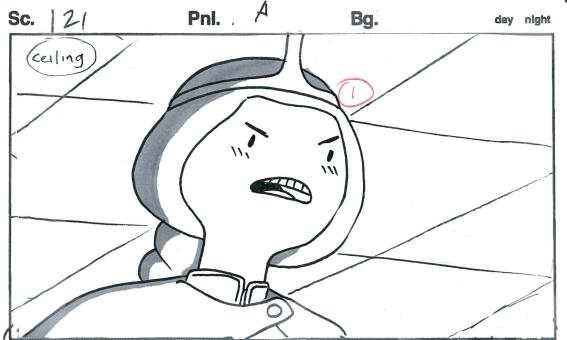


Page 192

day night

N 04

EPISODE #



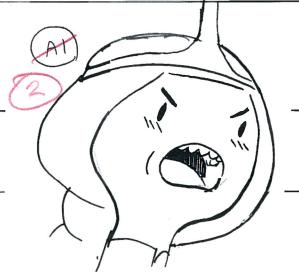
Sc. 121 Pnl. A

Bg.



**Action:** 

Timing:



TT/ YEAH?? WELL THIS IS THE PEOPLE'S JUST [1] [] ] ( Vaice SLOWS

MAR 0 9 2016

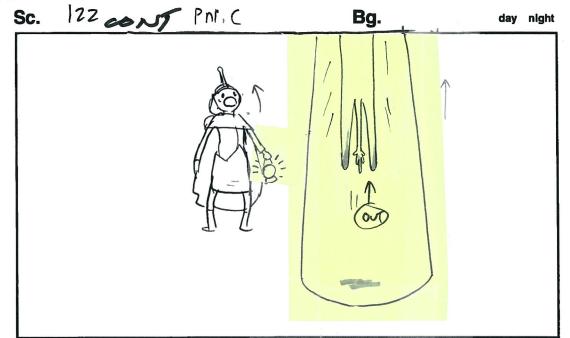


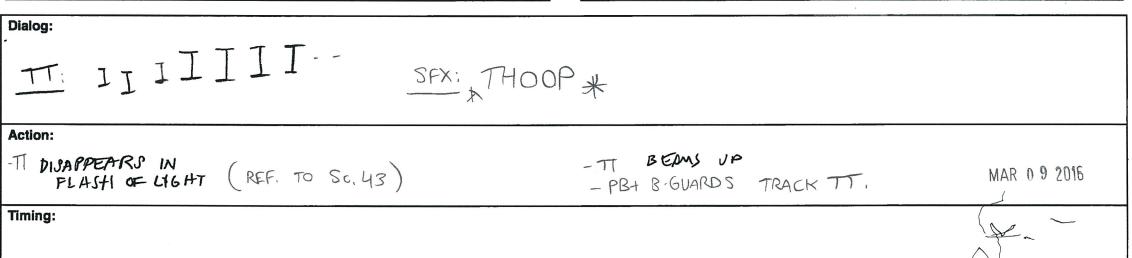
Page 193

2 4 

EPISODE #

Sc. 122 conf Pnl. B Bg.

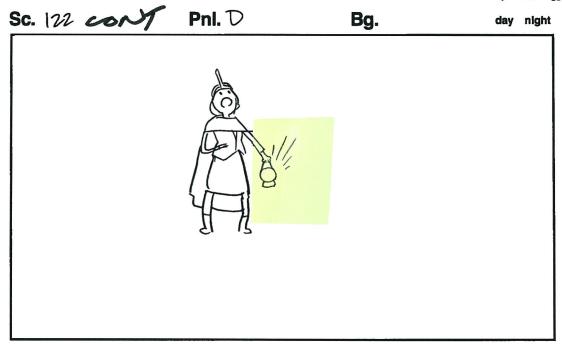


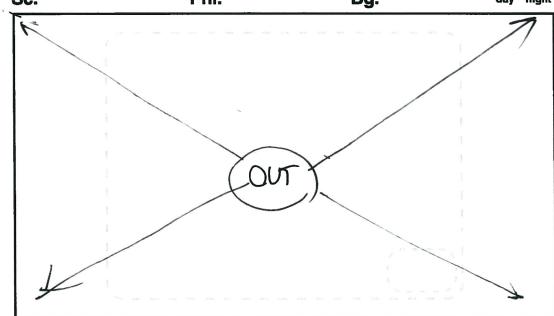


<b>_</b>
2
2
4
9



Pnl. Bg.



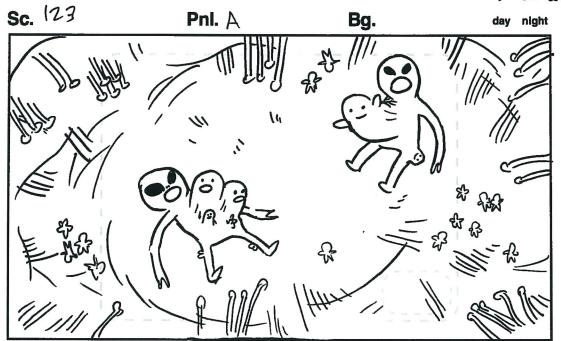


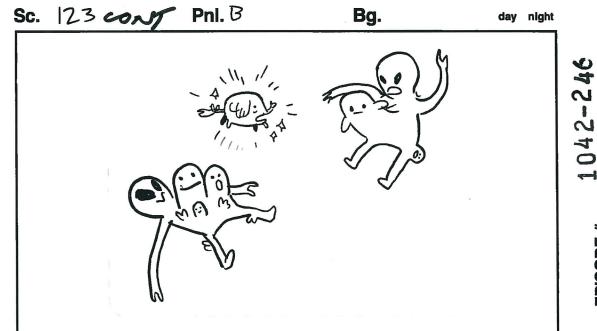
Dialog:						
	PB:	HOLY,				
Action:						
*					MAR 0 9 2016	
Timing:		1				

1042-246



Page 195





Dialog: T: 111 CE ...

**Action:** 

- ALIENS FLOATING IN SPACE (REF. Sc. 49) - SHIP SWARMING WITH CANDY PEOPLE.

- TT APPEARS ON SHIP

MAR 0 9 2016

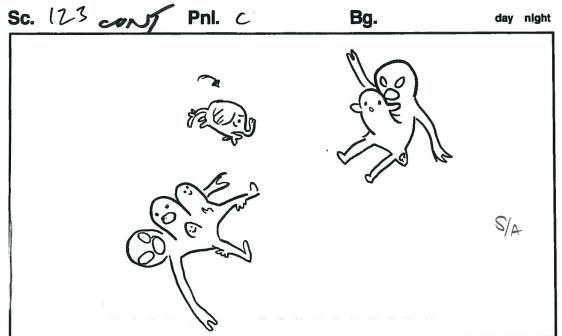
Timing:

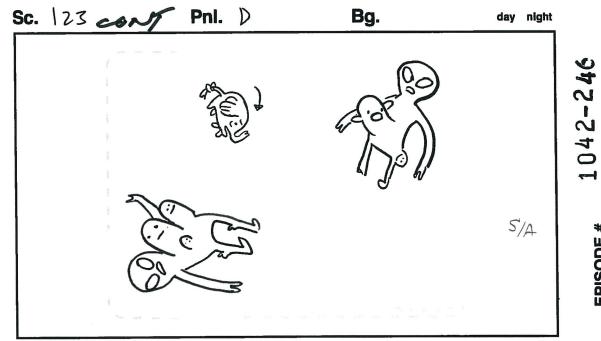
04

EPISODE



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TT/ Whaaaaat-				
Action:	-11	ROTATES IN SPACE.	MAR 0 9 2016	
Timing:				

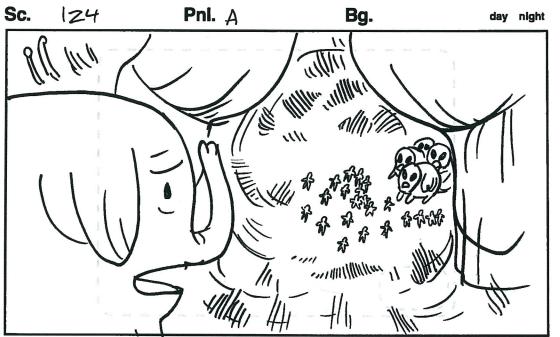


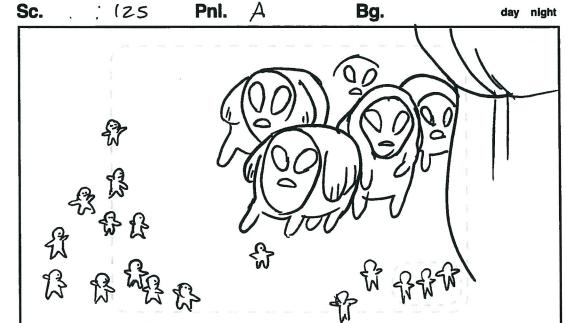
Page 197

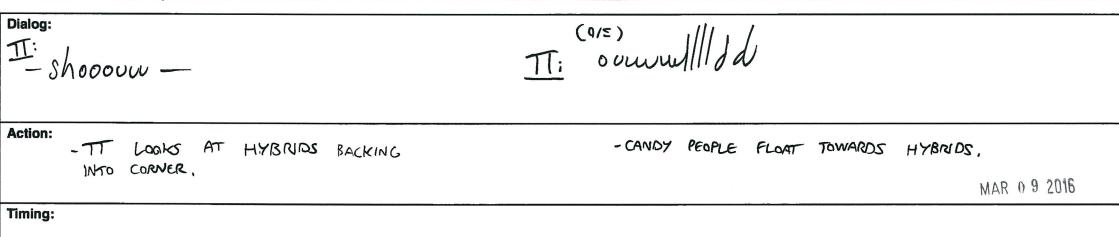
2

104

EPISODE #

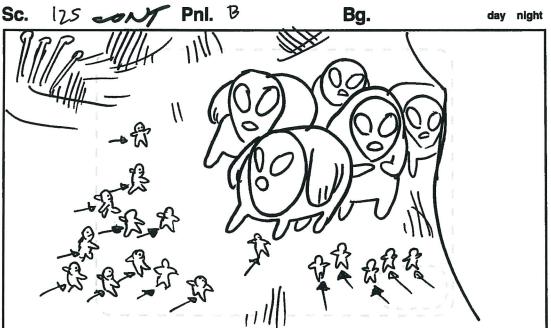


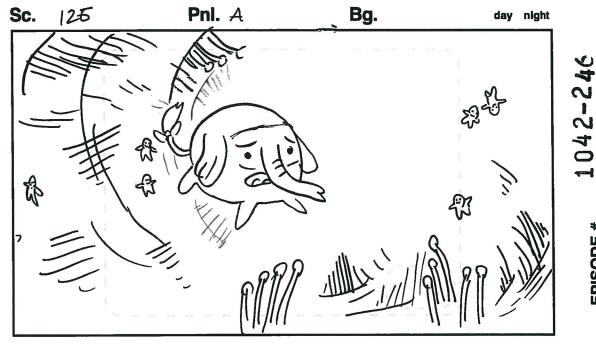






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Dialog:
TT:(o's)
TTTTTTT

Ti - do00000 ....

Action:

- CANDY PEOPLE FLOAT CLOSER.

MAR 0 9 2016

Timing:

Production:

1042-246

Sc.	ADVENTURE TI	day night	Sc.	126 - Pnl. C	Bg.	Page 19.
	The state of the s	SJA		S A CONTRACTOR OF THE PARTY OF	1	SJ.A.

Dialog:		
	beat	MAR 0 9 2016
Action:	- TT GETS A RESOLVED LOOK	# # (1) @
Timing:		the the the

**Action:** 

Timing:

SWIMS OFFIS.

## **ADVENTURE TIME** 126 cont pn1. D 126 - Pnl. E Śc. Sc. Bg. SIA SIA Dialog:

1042 246

Production:

MAR 0 9 2016

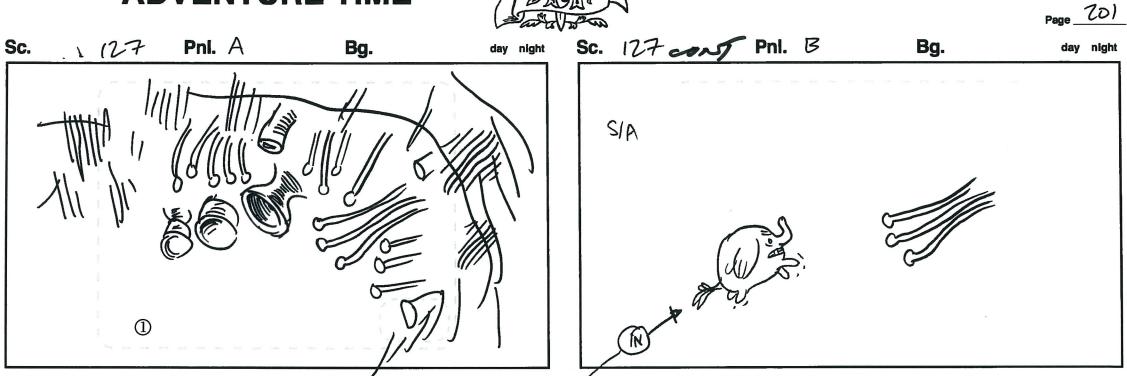
Page 200

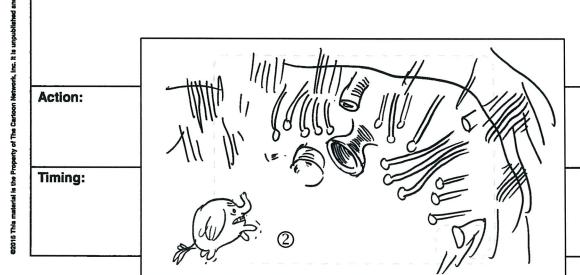
045-246

Dialog:

### **ADVENTURE TIME**







-TT. SWIMS ON/S AND HEADS TOWARDS CONTROLS,

MAR 0 9 2016

Production:

2

EPISODE #

Production:

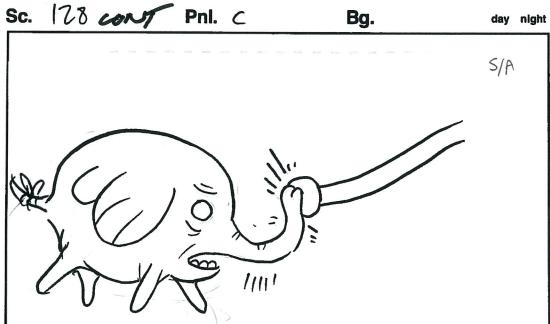
### **ADVENTURE TIME**

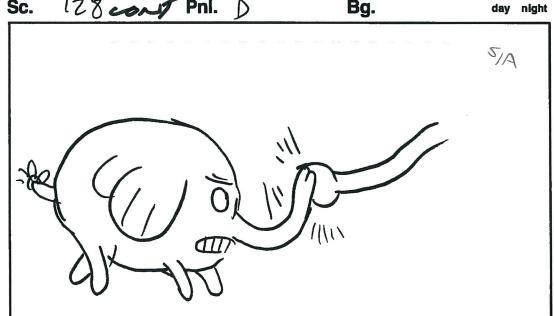


128 port Pnl. B Bg. 128 Sc. Pnl. Bg. day night day night 042-246 Dialog: **Action:** SWIMS aNIS MAR 0 9 2016 Timing:



128 con Pnl. D Bg.





Dialog: SFX: BSSSSHEMMWWW Action: - TT ACTIVATES "LEVERS" MAR 0 9 2016 Timing:

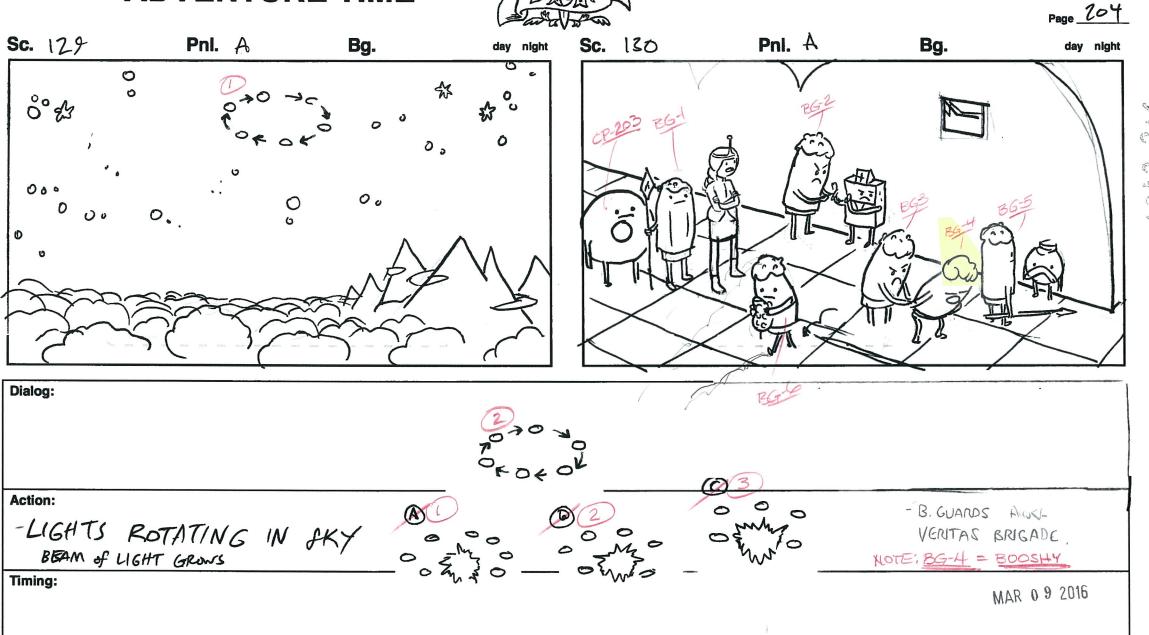
Production:

1042-246

# 1042 246

### **ADVENTURE TIME**







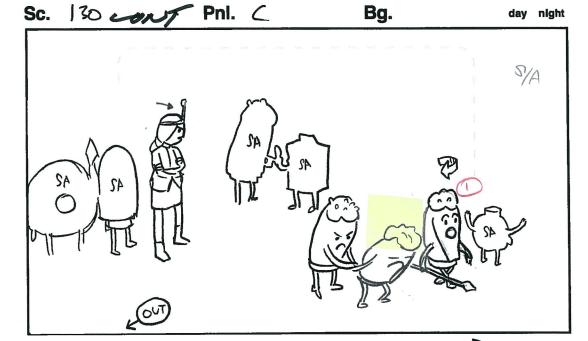
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042

EPISODE #

Production:

Sc. 130 AN Pnl. b Bg. day night



Banana Booshy's only prison is this wicked planet!

(ANGRILY) / Yeah, well join the club

Action:

STARCHY
SPINS AROUNDWALL IS STILL
PAINTED ON BACK

BANANAGUARD LOOKS AROUND, ASTONISHED

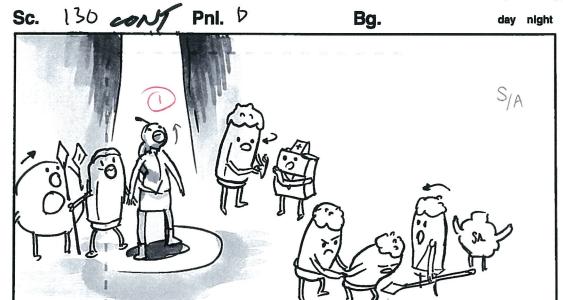
MAR 0 9 2016

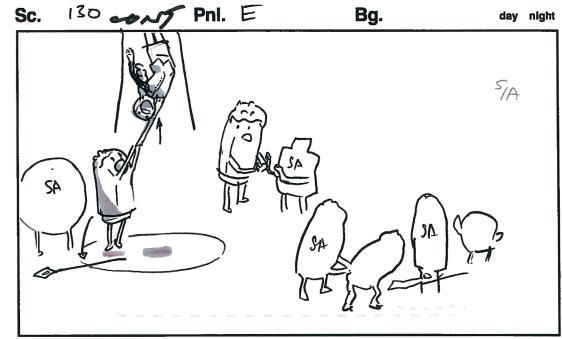
The state of the s

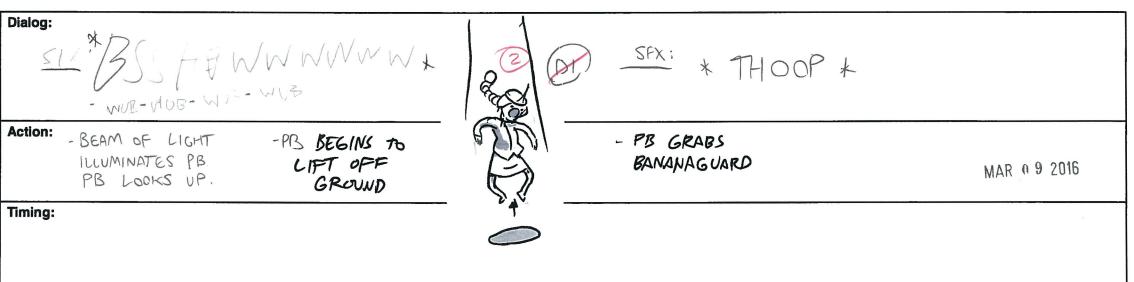
Timing:



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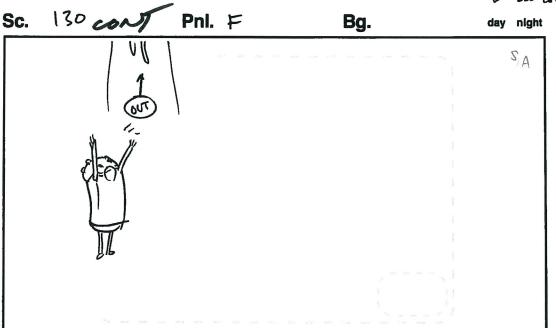


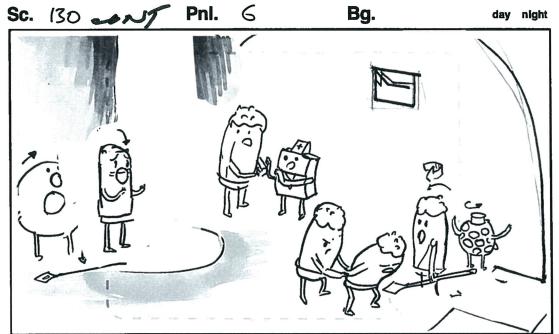
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2-

04

6





Dialog:

Action: PB FLIES OUT OF FRAME

- LIGHT DISAPPEARS

MAR 0 9 2016

Timing:

Droductio



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1042-

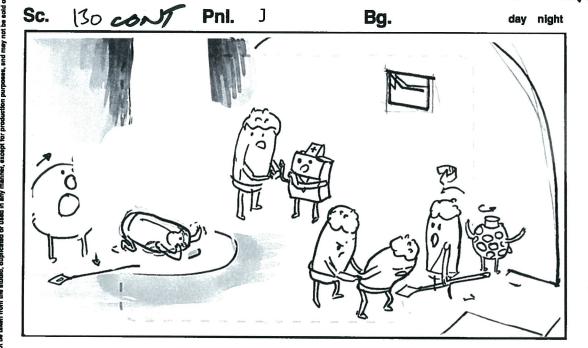
Sc. 130 CONT PNI. H Bg. day night

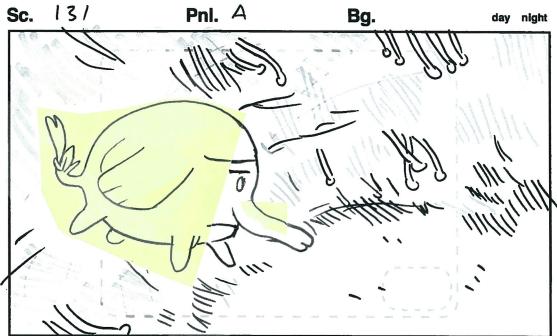


Dialog:		
Action:		
	- BG BENDS DOWN	2 2016
BG STARES AT SHAKING I+ANDS		MAR U 9 2016
Timing:		



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Dialog:

BEAT -

Action:

HORROR. PROSTRATES HIMSEUF

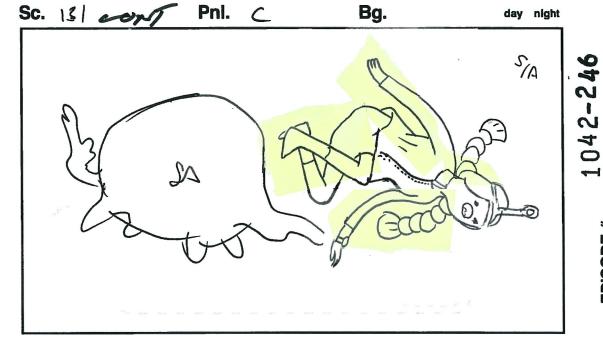
MAR 0 9 2016 - TT floating in spaceship

Timing:



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Sc. 131 cont Pnl. 0



Dialog:

SFX/=APPEAR PB: WHAAA--

PB/Trmeeeetnunkss??

Action:

- PB SUDDENLY APPEARS

MAR 0 9 2016

DOES NOT MATCH ANIMATIC - FOLLOW BOARD -

Timing:

Production:

EPISODE

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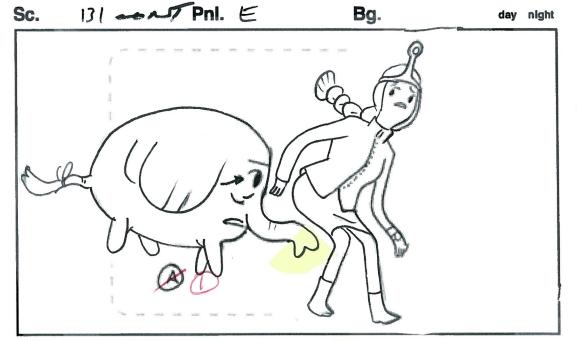
# 2

### **ADVENTURE TIME**



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Sc. (3) -01 Pnl. D Bg. day night

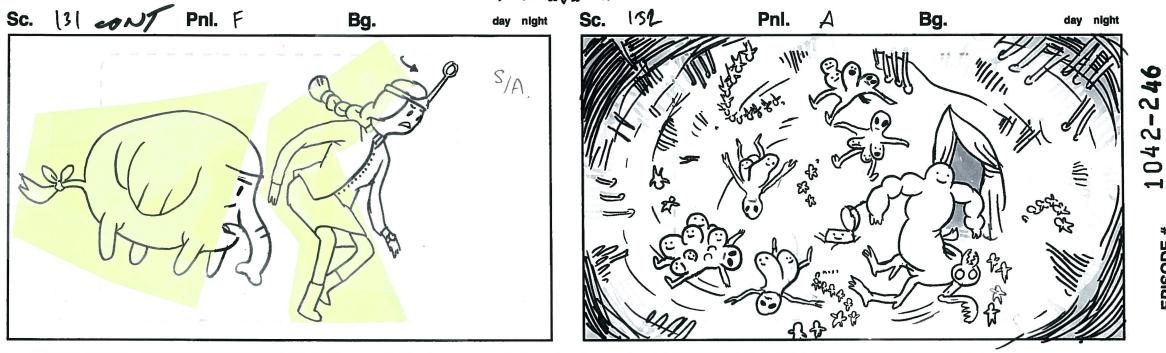


Dialog: PD/Wwwhhhaaatt iisss thhiisss plaace? TT: YOUUU ALREADDY --Action: - TT LOOKS AT PB, LOOKS BACK Timing: MAR 0 9 2016

EPISODE



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Dialog:			
	11:	KNOOOOWW.	
Action:	- PB LOOKS	Down.	- OM6! THE WHOLE SPACESHIP IS FULL OF GUMMI PEOPLE + INFECTED ALIENS MAR 0 9 2016
Timing:			MORE POSES NEXT PAGE



2

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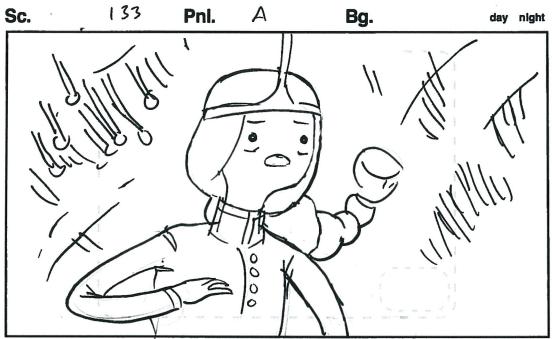


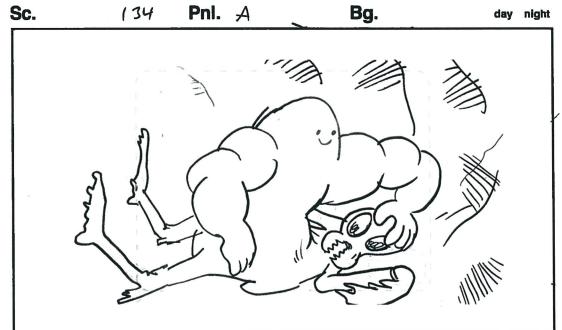
-GUMMY PEOPLE BOUNCE
UP AND DOWN
-FACES LOOK AROUND
- GUMMY PEOPLE STREEM FORWARD

MAR 0 9 2016



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-		_	
П	ial	0	g:
			-

**Action:** 

MAR 0 9 2016

Timing:

Production:

1042-246

Timing:

# 1042 246

#### **ADVENTURE TIME**

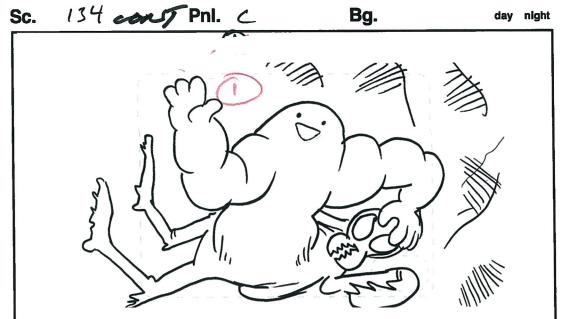


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1042-246

EPISODE #

Sc. 134 Pol. Bg. day night



Action:

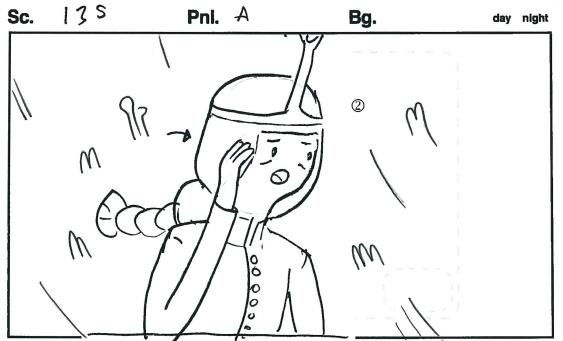
CP LOOKS UP AT PS

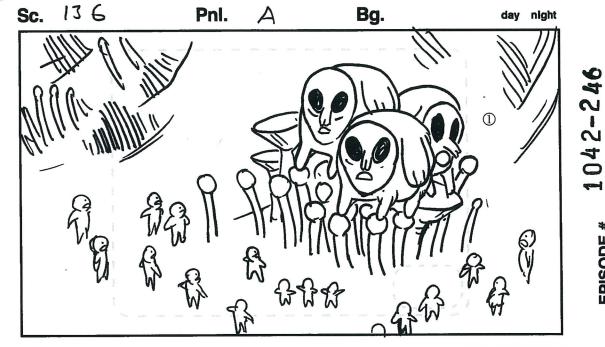
Action:

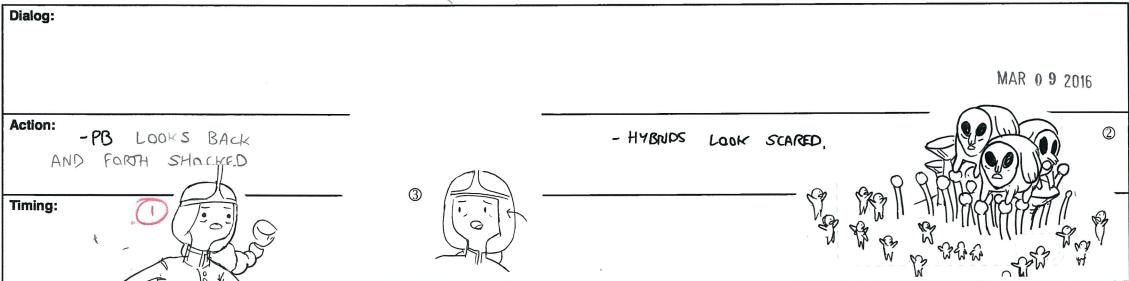
MAR 0 9 2016



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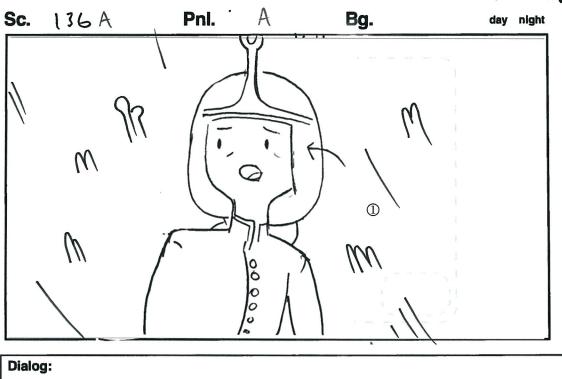


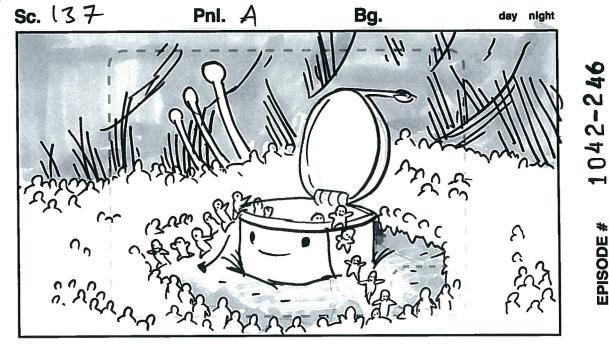




Production:









Production:

EPISODE #

1042-246

#### **ADVENTURE TIME**



Sc. 138 Pnl. A Bg. day night

Sc. 138 Pnl. B Bg. day night

Dialog:	IT/ Seece??	
Action:	- PB LOOKS UP	MAR 0 9 2016
Timing:		

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2 2-

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EPISODE #



Dialog:

tt/ Theey refuse to flight baaack

Action:

-PB TURNS

- PAN LEFT TO TT AND ALIENS

MAR 0 9 2016

Timing:

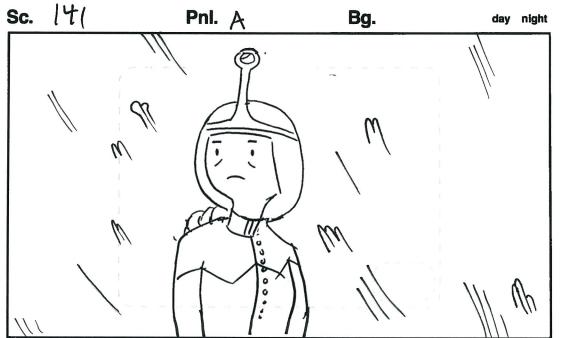


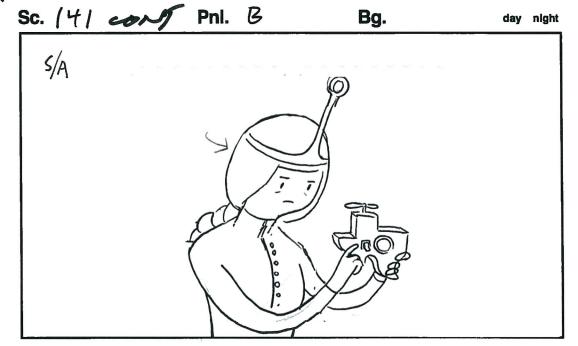
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N



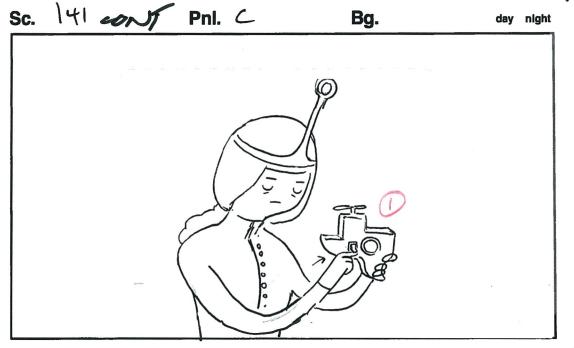


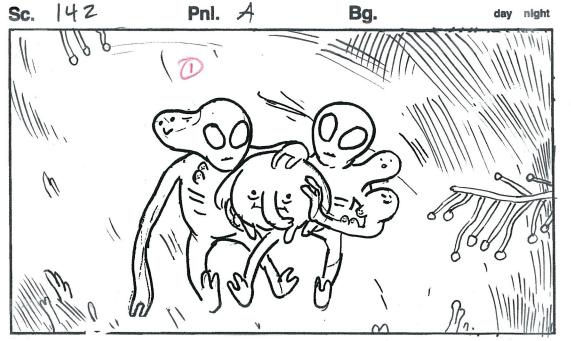
Dialog:					
Action:					
	- PB	11555	TEXAC-SHAPED	PROBE-CONTROLLER	
	1 )		16.713		2400 0 0 0 0 0
					MAR 0 9 2016
Timing:					
·······9·					

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Dialog:

SPXI + CLICK \*

-PB CLOSES EYES AND FLIPS SWITCH

- GUMMI FACES LOOK SURPRISED



Production:

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Action:

PROBE CONTROLLER.

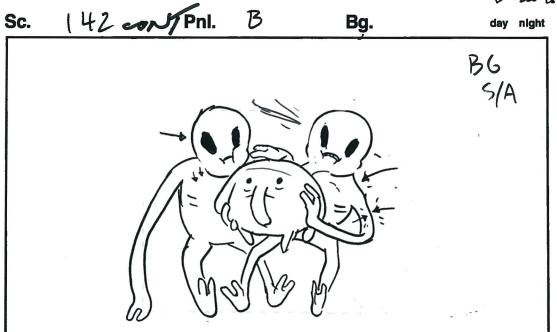
Timing:

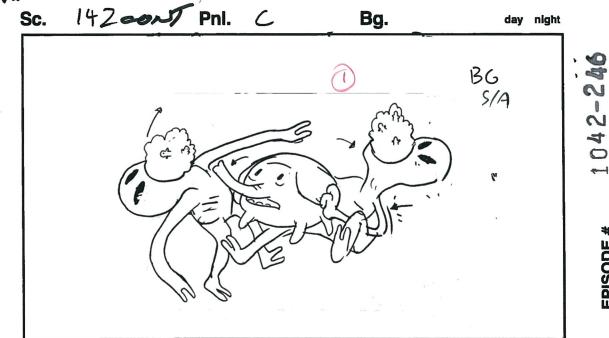


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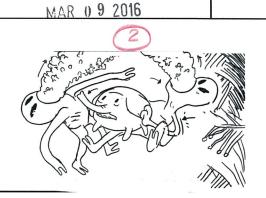
Dialog:

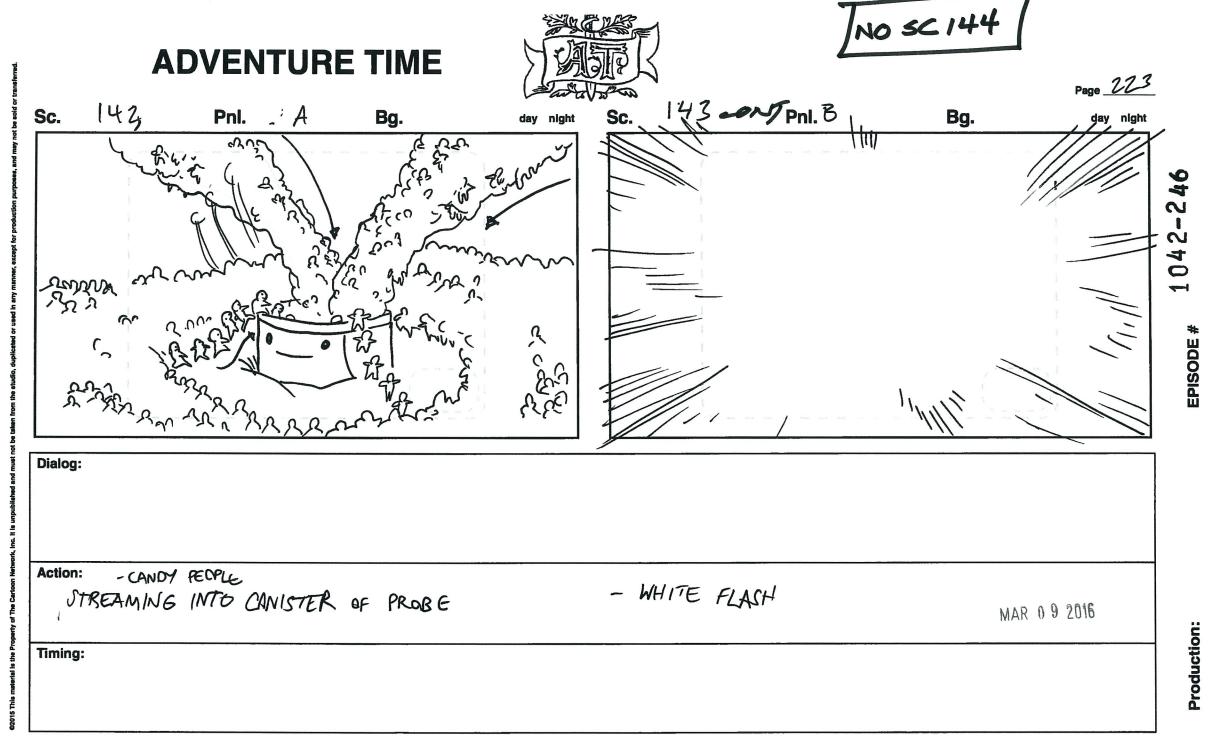
MUENS/BAHHHHHHH

Action: - GUMMIS SUCK IN BACK TO ALIENS

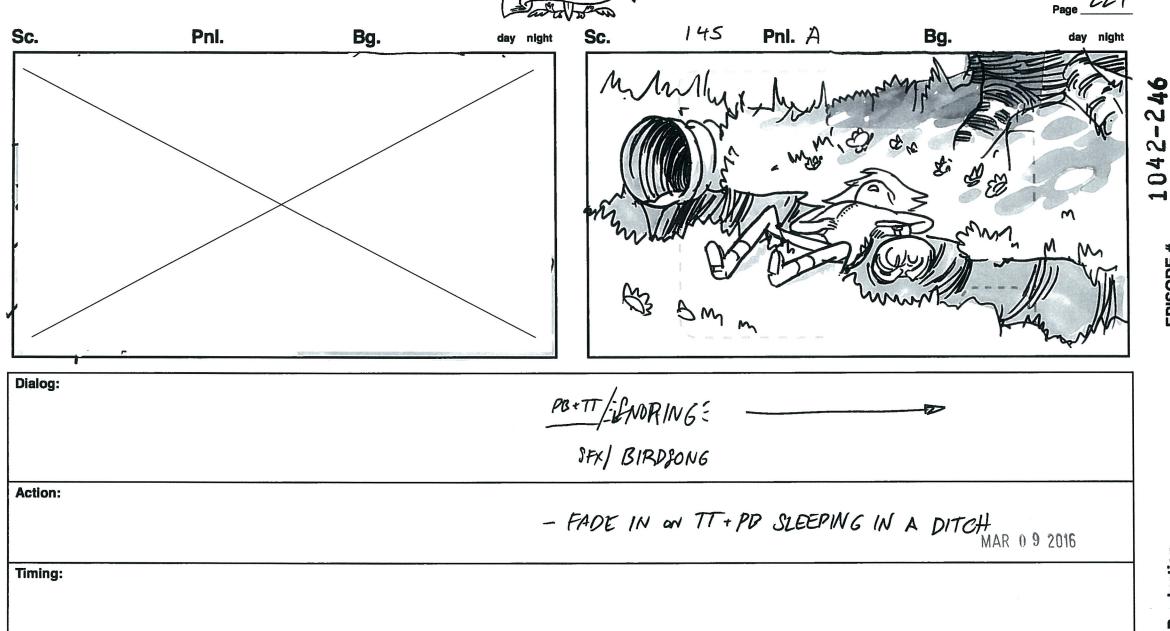
STREAM ALIENS' MOUTHS.

Timing:



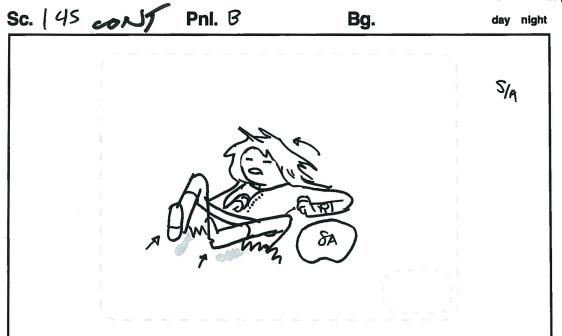


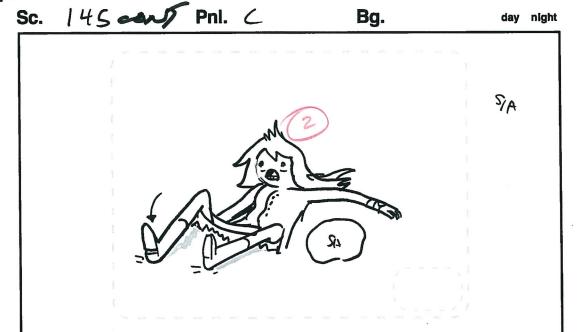






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Dialog:  PB/*GRUNT* Wha-	PB: WHAT???   WHAATT!!
Action: - PB WAKES UP.	MAR 0 9 201
Timing:	Λ.

"WHAT!"

### **ADVENTURE TIME** 145 con 1 Pnl. 17 Sc. 145 000 Pnl. E Bg. Bg. S/A S/A 2-EPISODE # Dialog: YEAH, SEE I TOLD YOU. PB/WHAT ?? MAR 0 9 2015 - SHAKING TT ON EDB CYCUE 2X Action: -TT WAKES UP. Production: Timing:

Timing:

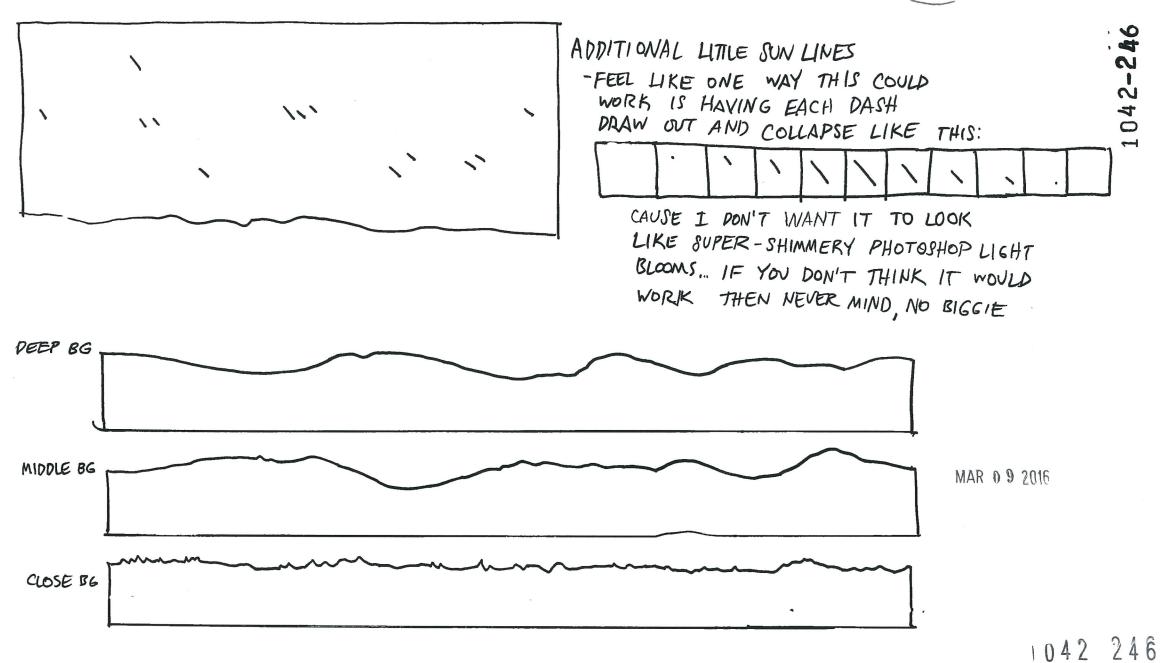
#### **ADVENTURE TIME**



Sc. 146 Sc. 145 con Pnl. F Pnl. A Bg. SIA 1 EPISODE # PB/ I'm really sorry, Treetrunks. Dialog: SPACE MEN Action: More poses on next B CYCLES pagé Production:

MAR n 9 2016

Sc. 146 REF.





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Sc. 147 Pnl. A Bg.



Dialog:	

I never meant to hurt anybody with MY space program.

It was supposed to seed new candy kingdoms on uninhabited planets—

Action:

MAR 0 9 2016

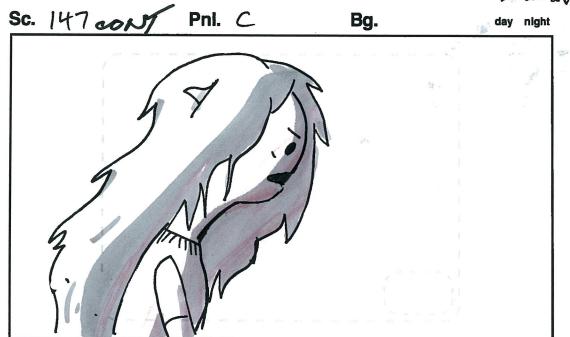
Timing:

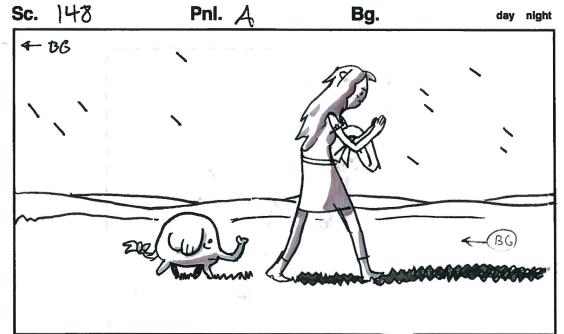
Production:

EPISODE



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Dialog:	PB:	_			
-in	case	000	goes	straight	Up
•	dongb	ongles.		straight	/

10/ Cause like-

**Action:** 

MAR 0 9 2016

Timing:

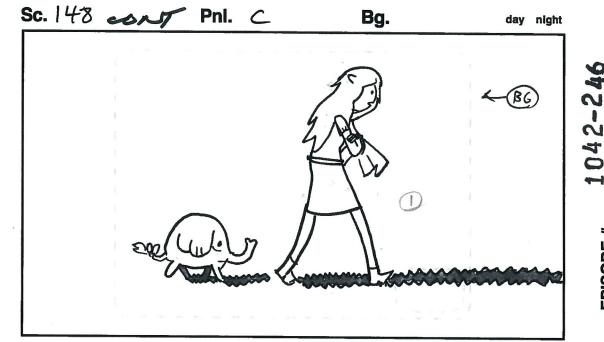
Productiv

EPISODE #



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Sc. 148 CONT Pnl. B Bg. day night



Dialog: PB:

- confidentially?

PB: There's a lot of ways that could HAPPEN.

-PB LOOKS BACK AT T.

AS SHE'S TALKING, PB SWINGS HER COAT OVER HER SHOULDER

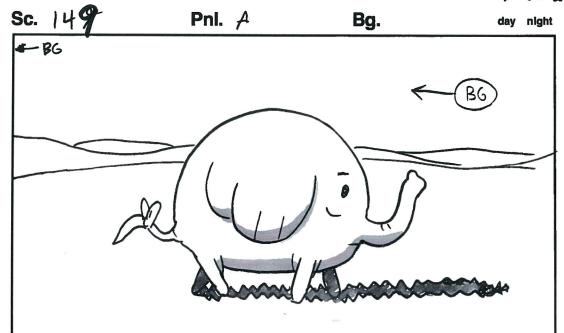
Timing:

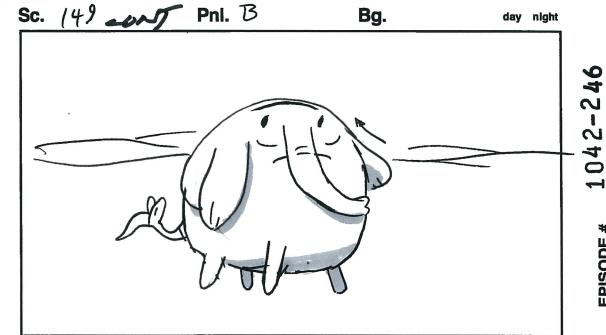
MAR 0 9 2016

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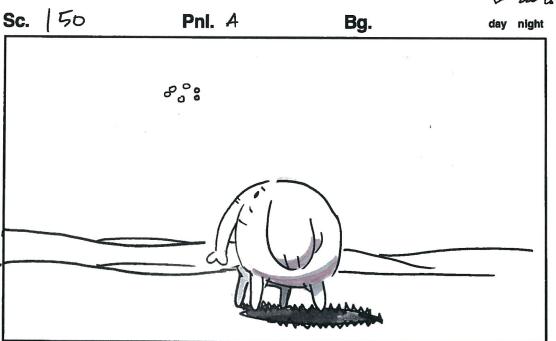
Dialog: (0/5) AND WHEN IT DOES -MAR 0 9 2016 WALKING B POSE Action: TT STOPS AND TUENS AROUND Timing:

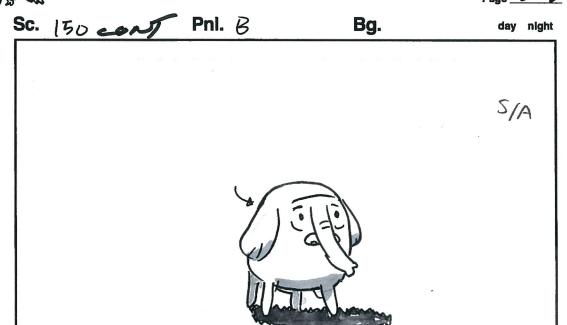
EPISODE

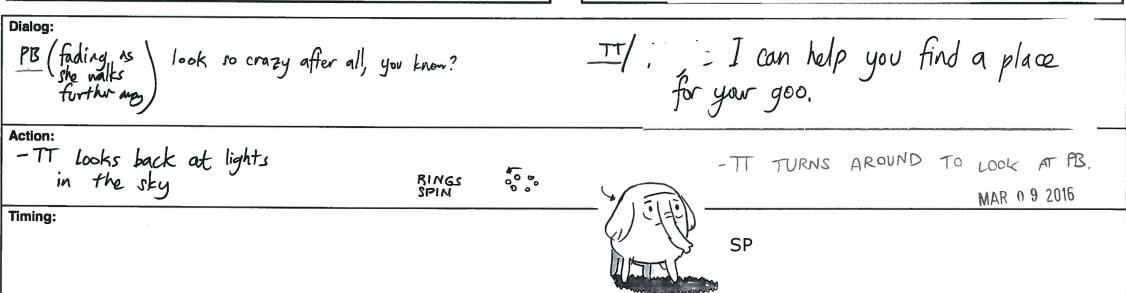
9 4



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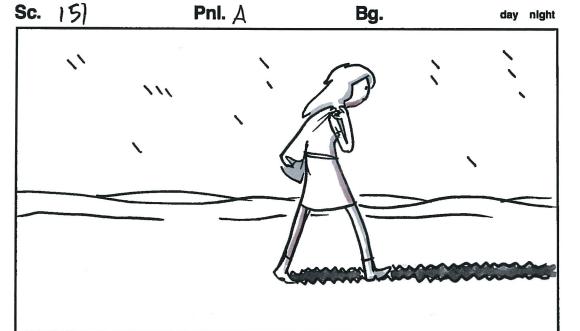


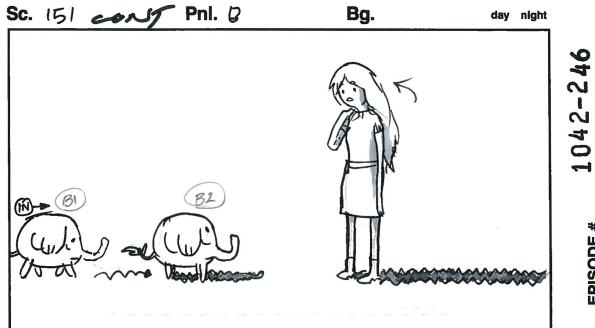


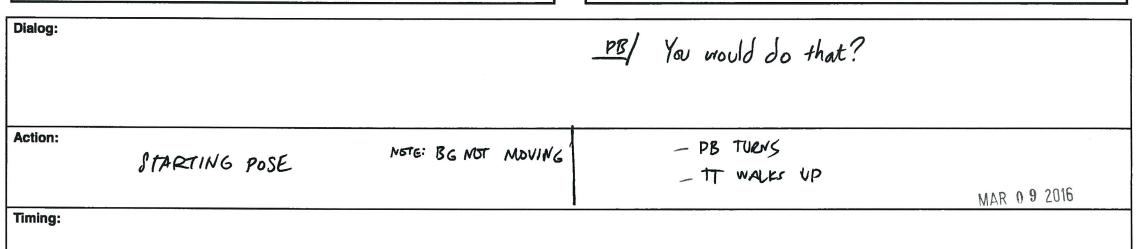




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Production:

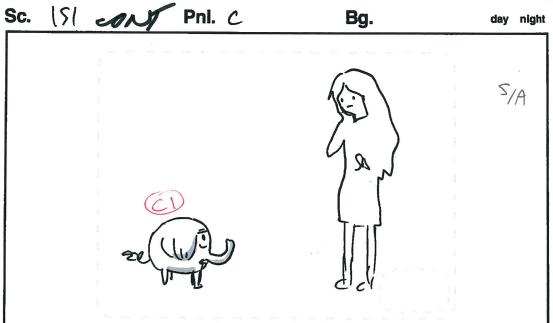
EPISODE #

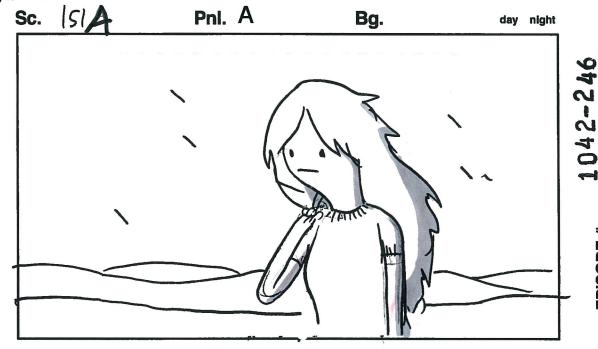
9

04.2



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Dialog: You and I will never be friends, but we can respect each other as mothers.

promise of the cosmos above.

Action:

Timing:



MAR 0 9 2016

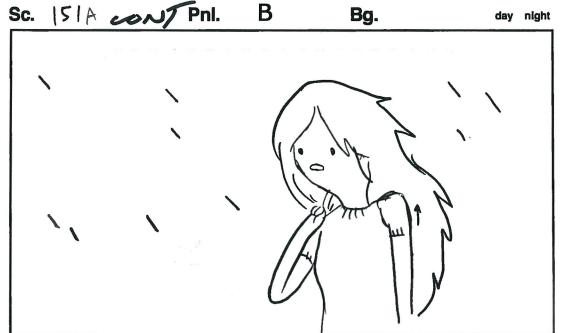
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#### **ADVENTURE TIME**



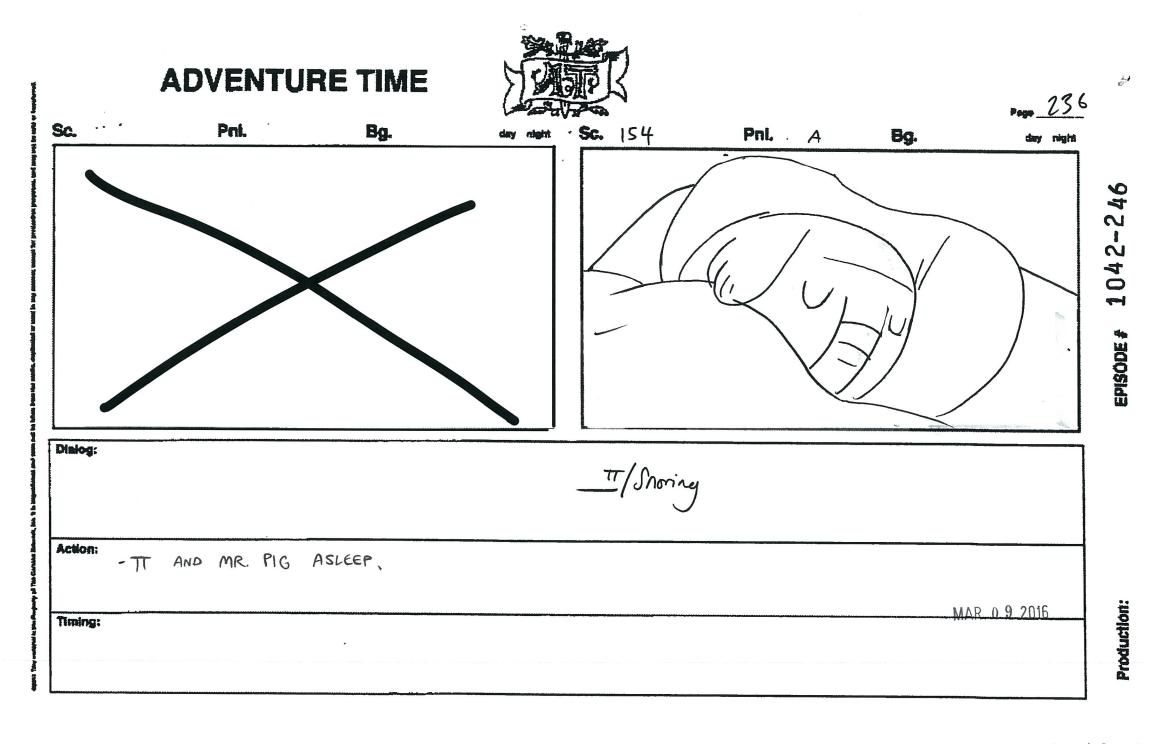


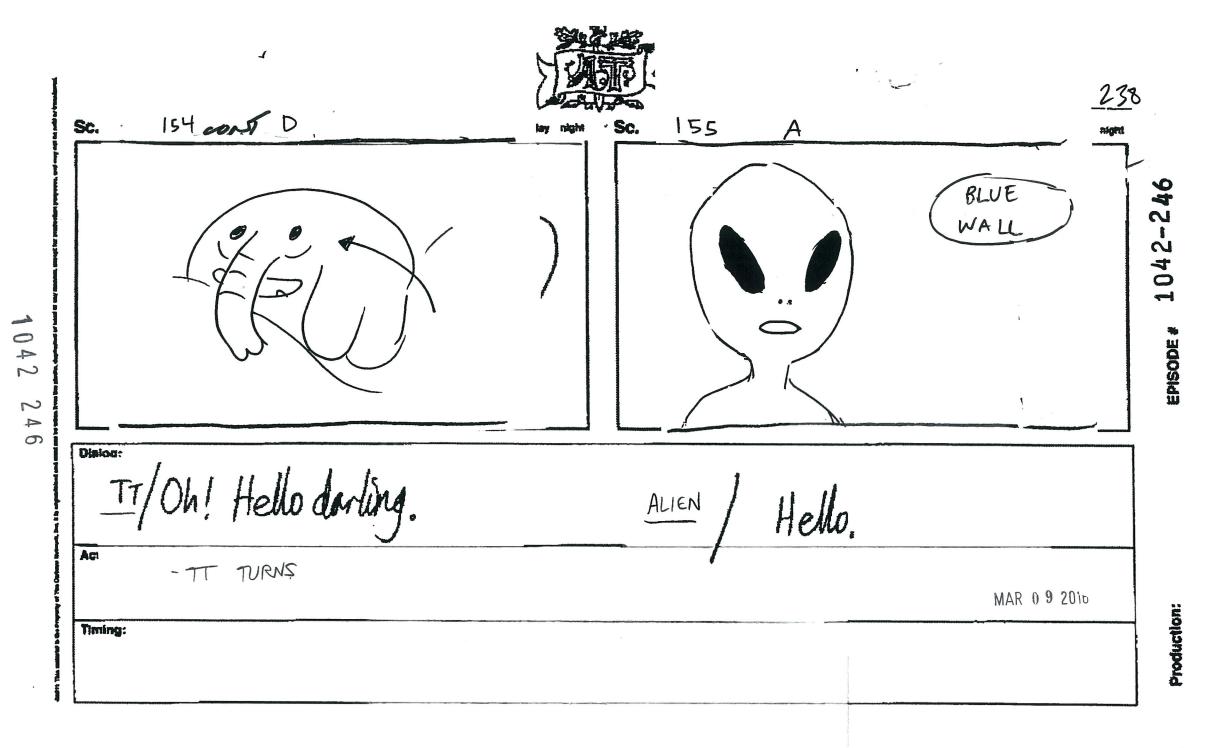
day night Sc. 152 Pnl. A Bg. day night

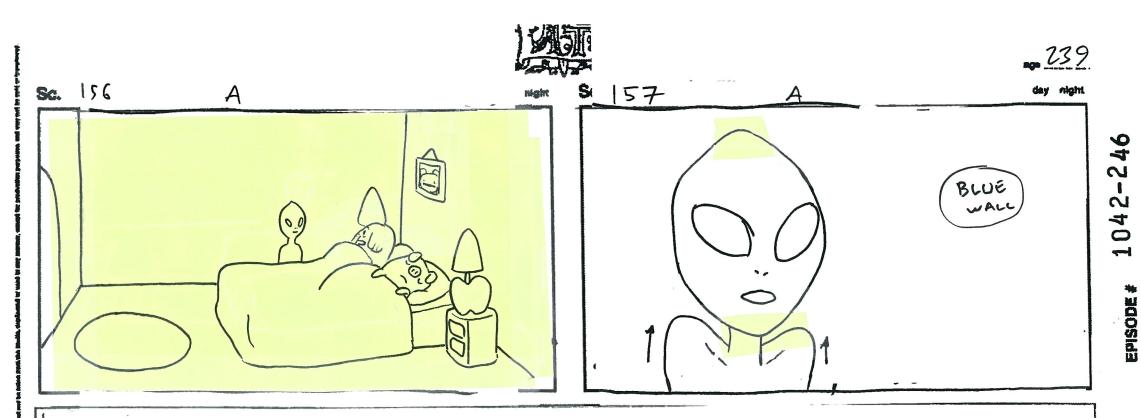




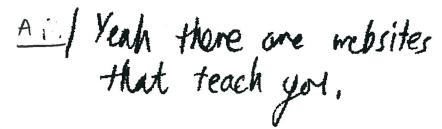
Dialog: PB/ Sure	
	SFX: CRICKETS, MGHT AMBIENCE
-PB SHRUCS.	-TREE TRUNKS'S HOUSE,
	MAR 0 9 2016
Timing:	





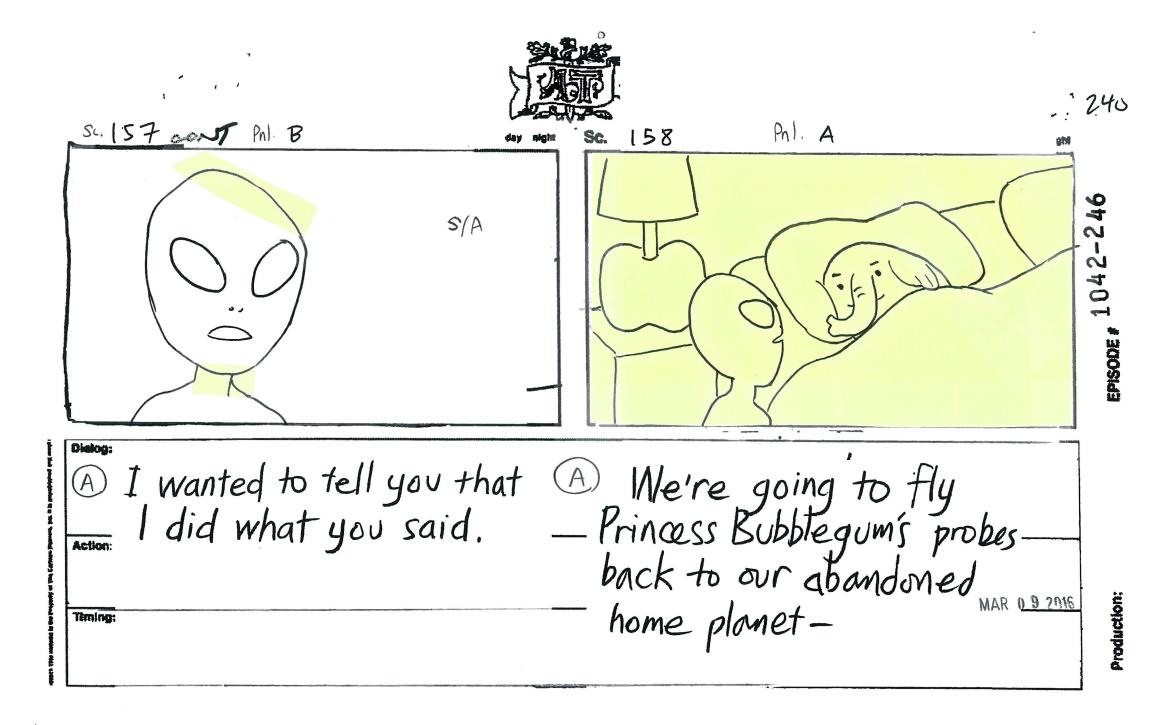


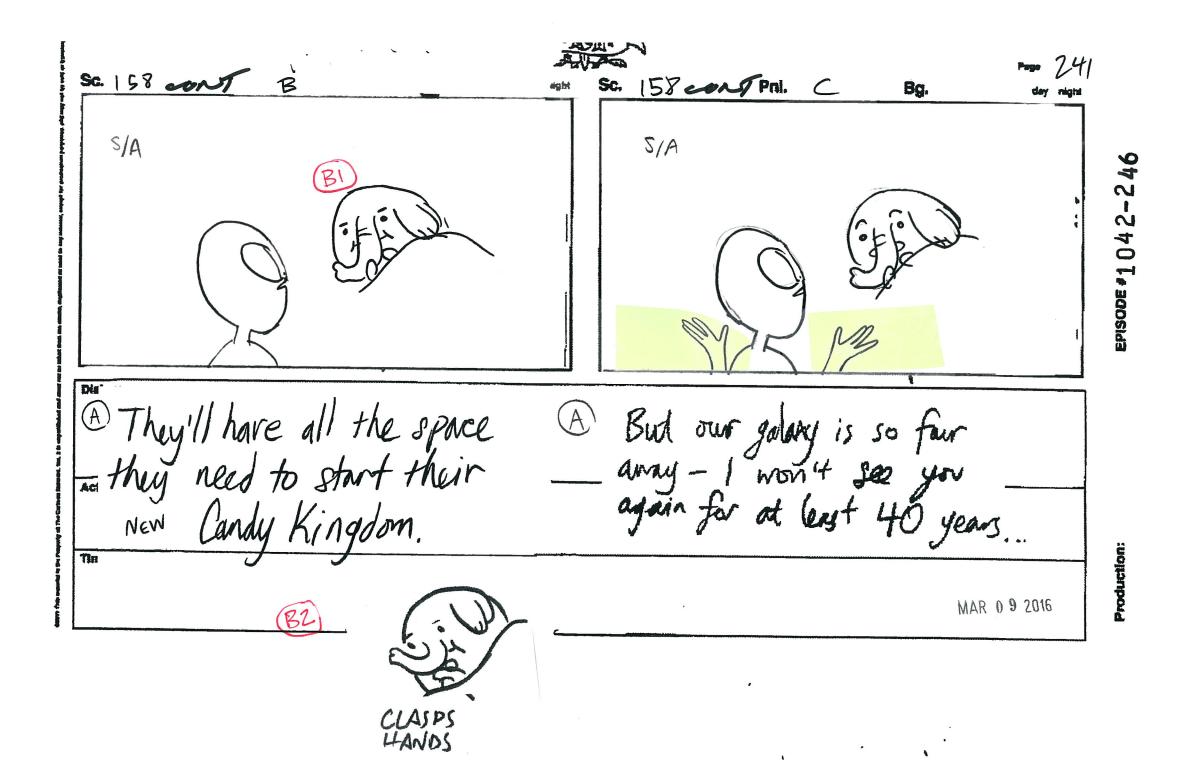
Tr/You can talk??

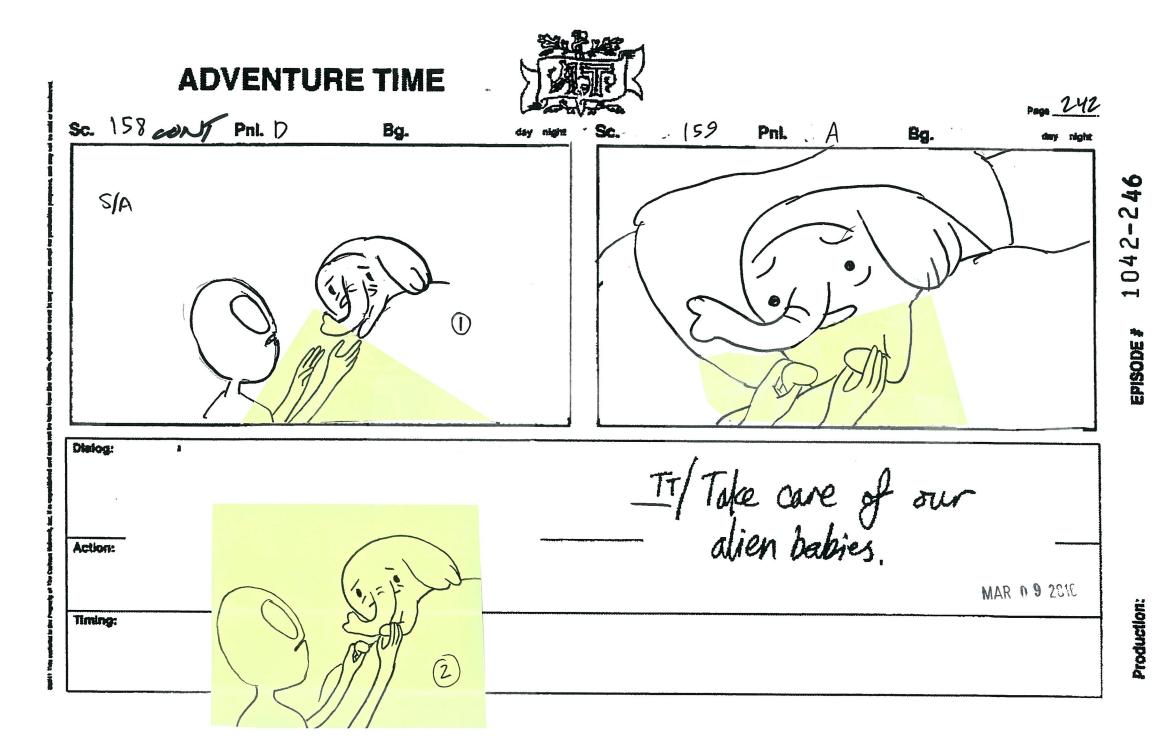


- ALIEN SHRUGS.

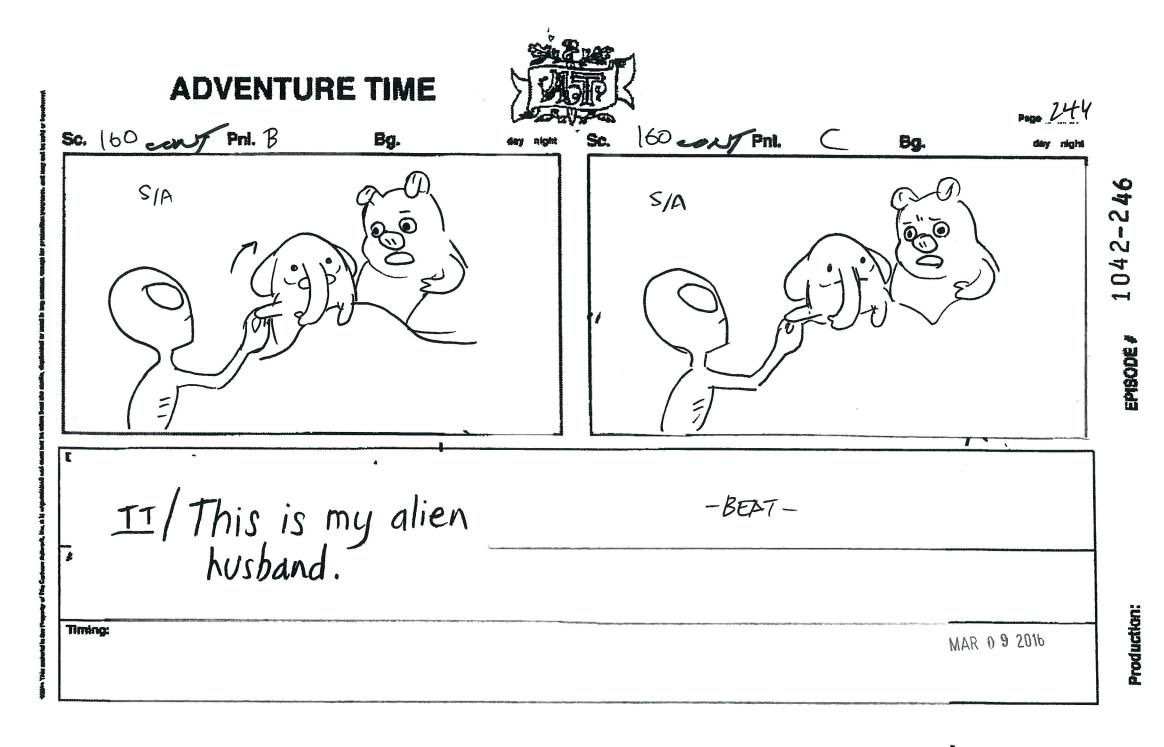
MAR 0 9 2016







ADVENTURE TIME	CLAMBINE CLA			Page 243	
Sc. 159 wont Pnl. B Bg.	day stight. Sc. 160	Pni. A	Bg.	day night	
S/A S O D		Way .			ロサレーレオロー
					EPISODE #
Olalog:	MR DIC/INIII	O THE SLOP	10 7110/3	2	
	MIN 116/ VYTI	o me scop	13 1113;		
Action:			Gog	0	ë
Timing:	1		MAF		Production:



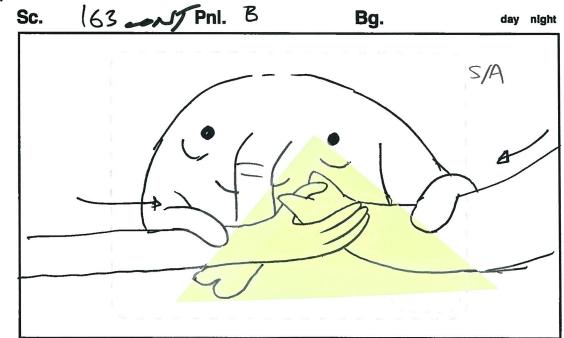


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EPISODE #

Sc. 63 Pnl. A Bg. day night



Dialo	<b>g</b> :

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Action:

-TT PUTS MR. PIG AND ALIENS
HANDS TOGETHER MAR 09 2016

Timing:

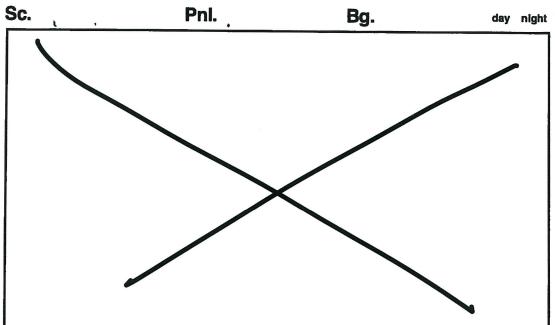
Production:



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day night

Bg.



THE

Pnl.

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EPISODE #

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04

Dialog:

4

Action:

Timing:

MAR 0 9 2016

Production: